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CPC



GX4000



PLUS



ISSUE No.
MARCH 19
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ROBOCOP 2 ON THE CONSOLE

AMSTRAD ACTION

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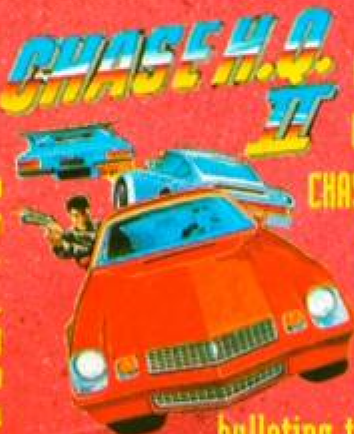

SPARKS
NARC
Your mission is to seek out and destroy the king pin of the MR BIG CORPORATION. You'll have to outwit his enormous army of body guards... gangs of charisma-bypass patients in trench coats, the bullet brain with the
uild of a rhinoceros and the breath of a dung beetle, packs of
icious canine yappies, the psychotic clown with an evil sense
f humour - you'll die, but not laughing! Then there's the gas
uzzling cadillac jock - a cool specimen, elbow hanging on the
oor rail, a serious looking piece in his hand and ready to blow
ou away as he rolls down main street leaving you coughing
ead. It's not all bad!... You've got a chopper to back you up, a
ean, shiny street machine, some heavy metal hardware and
ome pretty neat moves. And what about the king pin...
id I say he was Mr. Big? No, he's MR BIG!
© WILLIAMS ELECTRONICS GAMES INC.
ROBOCOP 2
Seven levels of muscle-straining, reflex-testing, sideways scrolling fury! Destroy the lethal drug Nuke, face a stream of deadly Nuke gangs, and then - if you survive - face the terror that is Robocop 2!
MORE THAN A GAME ROBOCOP 2 IS THE PRIME DIRECTIVE.
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F GENIUS

ECALL

Quaid you Travel to Mars to
your true identity - your
is now a journey of non-
tion, strange mutants,
c vehicles and a startling
weaponry all captured in
executed graphics and a
ay that compliments the
of the year's top movie.
ALL... a nightmare journey
21st Century.



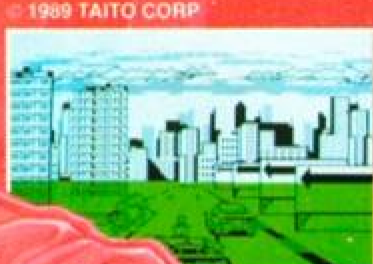


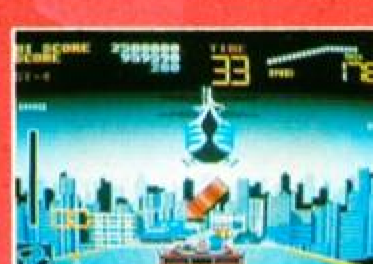
CHASE HQ II - Special Criminal Investigation - continuing where CHASE HQ left off. Your mission is to track down, chase and apprehend dangerous criminals. It's FASTER - explosive power sends you bulleting through various terrains - hold the line or plough the fields! It's TOUGHER - the criminals wield some heavy hardware - but so do you! You can shoot but you must dodge their flak... heavy gunfire, trucks unloading their cargo onto your bonnet... it's the meanest pursuit game to hit the micro screen. The extra features will leave you gasping for extended play- weather changes, bodyguard squads, grenade lobbing bikers,gun-choppers... just play it!... we dare



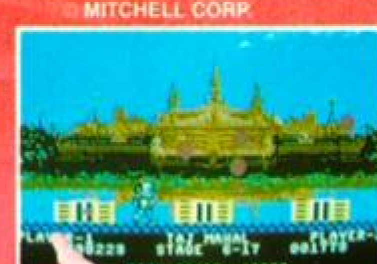
No time for ballooni
around!... no time
shoot the breeze!...in fa
you've hardly set your fe
down in the mighty U.S.S.
and it's all action. You sight
your latest and most formidable balloon poppi
piece...but now that bounce bomb has ju
multiplied!!! Tour the world in the most addicti
arcade game of the year from Mitchell Corp. A qui
eye and super fast reflexes will give you just
half-chance of a win... the other half will come
the bounce goes your way!

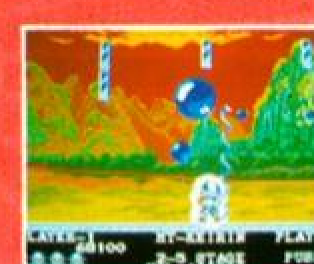
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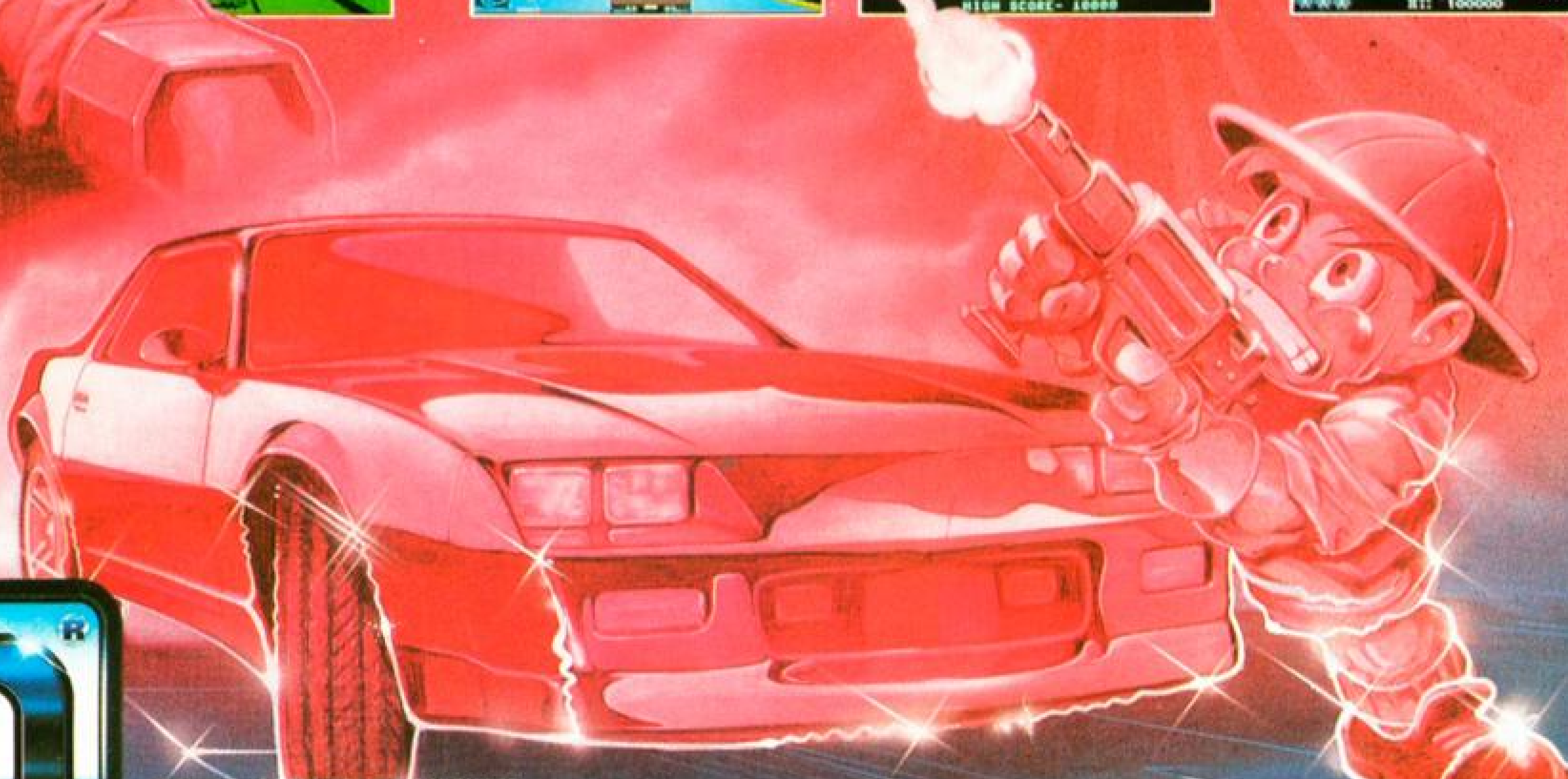




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AMSTRAD ACTION MARCH 1991

ACTION TEST

SERIOUS

REGULARS

LINE UP

FUN SCHOOL 3

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The latest version of Database Software's definitive early learning package is better than ever!



NORTH & SOUTH

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Re-fight the American Civil war the Infogrames way!

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BEAT THAT GAME!

The absolutely exclusive and completely authoritative *Amstrad Action* guide to games-playing

ROBOCOP 2

44

Ocean's game-of-the-film hits the console – and hits it hard! Is this the best cartridge game yet?



38 **WIN A PILE OF GOODIES!**

● WIN, WIN, WI[N!] A CD ghetto-blaster worth £200 is up for grabs, plus 5 *Robocop* videos and 15 copies o[f] *Robocop 2* on t[he] console. We're just too good to you!

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Future Publishing The company that publishes *ST Format, Amiga Format, Your Sinclair, Commodore Format, Sega Power, New Computer Express, 8000 Plus, PC Plus, Mac Publishing* and *Classic CD*.

Sorry and all that, but we're so busy putting your favourite Amstrad mag together that we don't have time to take all those readers' calls about cheats, listings, best buys and so on. That doesn't mean we can't help you out, though – course not! Just send a letter to *Cheat Mode, Forum, Reaction, Ask Alex* etc and we'll do our darndest to sort you out!

ABC

Member of the Audit Bureau of Circulations

30,156

January-June 1990

Amscene

PLUS PRICES SLASHED!

Huge post-Christmas savings are to be had on Amstrad's new range of Plus computers and the GX4000 console. Dramatic price cuts have been made on all of Amstrad's newest models by major electrical chains such as Dixons and Comet. Other retailers are likely to follow this lead soon.

● Bargain hunters will save £20 on the price of the GX4000. It's been reduced from £99.95 to £79.95.

● Even better savings are to be had on the Plus computers, with £50 being lopped off the price of these machines across the board. This means the top-of-the-range 6128 Plus with colour monitor can be yours for just £375.95. The entry-level 464 Plus with mono screen, meanwhile, can be picked up for just £179.95.

The reductions are seen as Amstrad's response to disappointing Christmas sales. It is thought that the machine may have been pitched at to high a price against the higher spec, but monitor-less 16-bit computers.

The console, particularly, faces stiff competition from the Sega Master System and Nintendo Entertainment System. The low-end console marketplace has become very cramped thanks to the arrival of Amstrad's GX4000 and Commodore's own 64GS console, and the well-established Sega and Nintendo machines have taken the lion's share of the Christmas sales. Amstrad may take some comfort from the fact that the technically inferior 64GS console has



● **Bargains galore are to be had on all new Amstrad machines, thanks to some aggressive price-cutting over the Christmas period.**

fared even worse. Amstrad's decision to (improved hardware specifications over the s dard machines was clearly a good move, b may take several months for the machine make their impact.

The price cuts are not official, and a Amstrad's range retains the original I (Although Amstrad did increase the de profit margins, which is seen as giving the ahead for price reductions, *without* makin official.)

Look out for further bargains in the sh and especially from mail-order suppliers.

WHAT'S NEW?

Have you got any product news you think we should know about? Basically, if you've got a new widget o piece of software, we don't know until you tell us! Or maybe there's some scoop news story you think we ought to know about...? Either way, write to: Amscene, Amstrad Action, Beauford Court, 30 Monmouth Street, Bath, Avon BA1 2BW

Stickalicious!

Famous joystick manufacturer Cheetah has launched a couple of spooky new products at the January CES in Chicago.

● The first is a fairly conventional stick, but extremely durable and very ergonomic. (Left-handed wagglers will be pleased to note that the microswitched device is equally suited to them.)

● Cheetah's second product, however, is a little more bizarre... called Aeroskate, it is a control device which can be attached to a skateboard (straight up!), allowing you to perform rad stunts and bodacious manouevers in the privacy of your own home. The device will be used in the near future as a control device to play skateboard, driving, ski-ing, surfing games etc, and all in your front room...

● Meanwhile, Spectravideo, the equally famous joystick manufacturer, has released the Stingray joystick. This is a hand-held affair, resembling some kind of space gun. Microswitches again are the order of the day, and Spectravideo describes the Stingray as being the BMW of the joystick world. Hmmm... Prices start at £14.95 for the standard 'stick, and £15.95 for the autofire version.

● And there's more! A new name has emerged on the joystick scene – Krackin has been founded by a group of ex-Konix dudes, and their first release is a stick called the Converta. A novel idea – the 'stick's suckered base can be folded into a comfortable grip allowing it to be hand-held or table-top mounted.





● **The Sting-ray and Converta – two new joysticks from Spectravideo and new boys Krackin respectively.**

AA SCOOPED?

AA's principal rival (we're no mentioning any names) has reviewed Empire's *Spiderman* i its March issue! "But we thought there was only a preview version ready!" we complained bitterly. "That's because there is!" explained our sources. Ho ho ho... And th moral of this tale? READ AMSTRAD ACTION – we only review *finished* games!



● **When is a review not a review? When the game's not even finished yet, that's when! Still, we said we'd mention no names...**

CARTRIDGE CRISIS?

Where are all the games? Console and Amstrad Plus owners are becoming increasingly miffed at the lack of ailability of cartridge-based software for their ıchines. Although the in-store demonstrators ow twelve games up and running, as few as lf a dozen of these are actually freely avail-le.

Robocop 2, Fire & Forget II, Batman – the ›vie, Operation Thunderbolt, Switchblade and *azy Cars II* can be picked up at most decent tlets, but retailers are pleading ignorance of ıd even disinterest in) the various other titles ›mised by Christmas.

Hopefully, the shortage will be a short-term e. Amstrad and the publishers must get their : together quickly, though, if the punters out ɜre in the High Street are not to become disil-ıioned with the whole thing.

Amstrad, however, is coming in for the bulk the criticism because the company has exclu-e manufacturing rights, in that while tware houses program the games in-house, cartridge manufacture and duplication is handled entirely by Amstrad itself. Many publishers are blaming Amstrad for the current mdelays.



● **Where are all the cartridge games? Despite early promises, the console games are appearing in the shops late.**

All Formats Computer Fair

Bargain-hunters can get their regular dose of cheap computer swag at the next All Formats Computer Fair. It's held this time at the New Horticultural Hall in Westminster, London on March 23rd, and admission is a snip at £3.

Bargains will include new and second-hand computers, monitors, printers, disk drives and lots more besides. The real bargains at this show will be shop-soiled, or ex-demonstration models, and the consumer can expect to pick up some real gems.

3.5-inch blues?

Microstyle has come up with the ideal solution for CPC owners looking to buy a 3.5-inch disk drive. As you may or may not know, in order to use the full capacity of 800K per disk on the 3.5-inch drives, an expensive software addition is also required, and can add as much as £25 to the cost of the upgrade.

However, Microstyle is currently flogging drives with a side switch enabling owners to use the full 800K, and allowing them to be used as a standard B drive, and all for the bargain price of £79.95, with nothing else to pay (except postage and packing, that is).

Microstyle can be found at: **212 Dudley Hill Road, Bradford, West Yorkshire, BD2 3DF. Tel 0274 636652.**

WAVE Widget

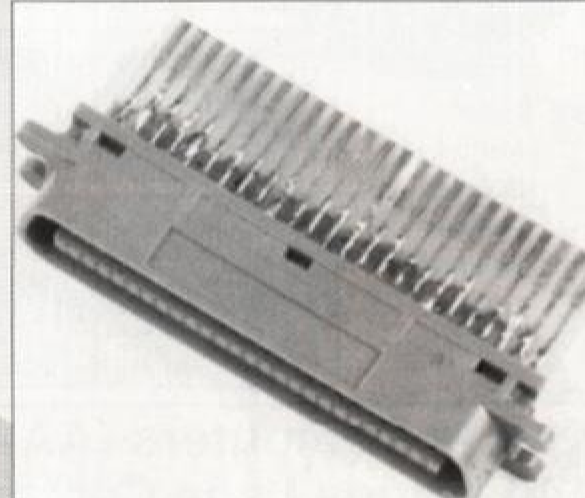
[ail-order supplier WAVE has redesigned its lus expansion adaptor to be more robust and ıeaper too.

The adaptor converts the Plus's new-style)' socket into the edge conector found on ear-ɜr CPC machines and allows the newer ıodels (compatibility permitting) to use all the eripherals designed for the CPC.

The expansion socket was redesigned by mstrad when the company brought out the ɜw range. It's more hard-wearing than the d-style connections, and offers less radio ıterference into the bargain. European con-ies, where Amstrad hoped to make gnificant sales, are far stricter on acceptable ıdio interference emissions from domestic ɉuipment.

The interface costs £9.20 plus £1.15 car-dge. (The old price was £11.50 plus P&P.)

Contact: **Wave, 1 Buccleuch Street, Barrow In Furness, Cumbria LA14 1SR.** Tel **0229 870000**.



● **WAVE's new-style adaptor allows owners of new Plus machines to plug in existing CPC peripherals.**

Amstrad Action's new look for '91

From the April edition of *Amstrad Action*, on sale March 21st, the magazine will feature a cover mounted cassette with every issue. The cassette will be boxed in a proper case, and comes complete with full colour inlay.

● The tape will contain complete games, playable demos, and more serious programs. At least four programs will be given away on each cassette.

● Unlike other computer magazines that come with cover-mounted software, *AA* intends to make all the programs transferrable to disk. This is because of the high concentration of disk drive owners – much greater than on other 8-bit machines.

● Console owners or other cartridge users will get a special money-off offer on the latest cartridge games – an offer that's guaranteed to save them more than double the cost of buying the magazine in the first place!

● The proportion of colour in the magazine will be rising drastically. Currently, approximately half of *AA* is in colour. In future, this ratio will be nearer two-thirds. One result is that all of *Action Test* will be in glorious colour!

● The increase in colour will be accompanied by a change of paper. *AA's* old paper was fine for mono pages, but the new paper will be much better at 'taking' colour, leading to an even brighter-looking magazine.

Unavoidably, the inclusion of a regular tape and the insertion of more colour will mean a price rise. This reflects the increased cost of boxing the covertape, obtaining the software and increasing the colour content. The old price of a covertape-mounted issue was £1.95, while the new price is £2.20. We regret the need to bump the price up, but the result will be a magazine which offers better value for money than ever, with free software and cartridge offers that may save you £££s per month.

The decision to include a tape every issue comes from the high demand from readers. Previously only the Christmas (January) and Birthday (October) issues carried a tape, but these did lead to a huge increase in demand. And overwhelming reader demand as reflected by the *AA* mail bag shows that a regular covertape is right at the top of the wants list.

As ever, Amstrad Action is responding to the wishes of it's readership. AA is, always has been and always will be, YOUR magazine...

K & M COMPUTERS

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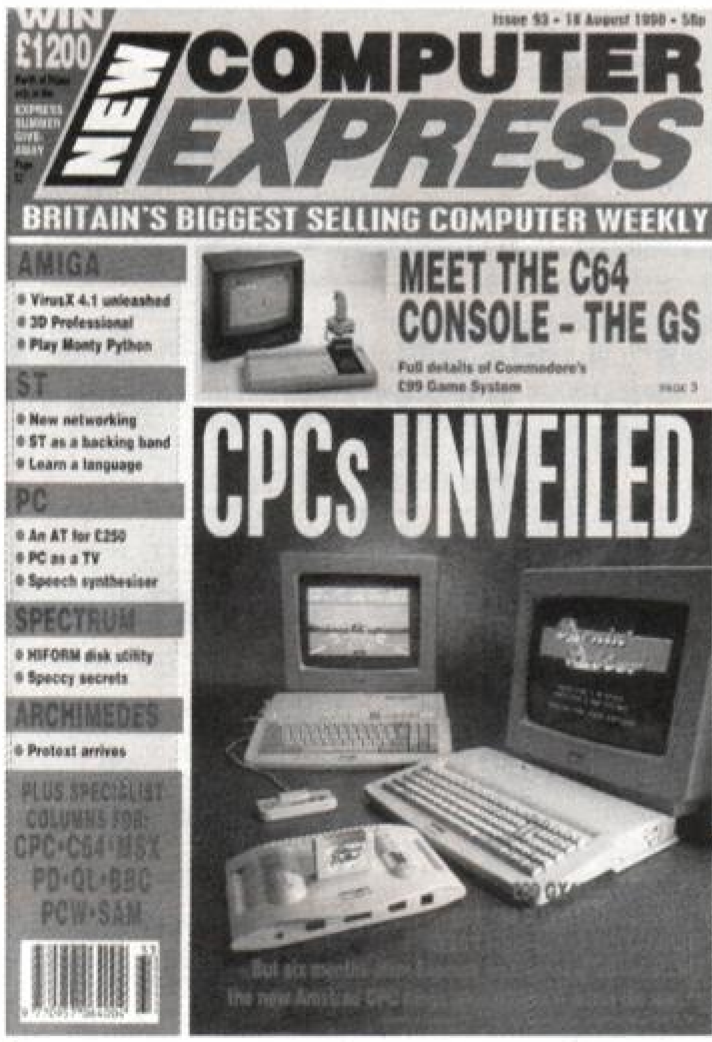
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GAMES

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Then **New Computer Express** is a vital, additional read to **Amstrad Action**. A year before Amstrad went public on the new **CPC** range and the **GX console**, Express printed the details. And we were first with the full, official story.
If you want to keep up-to-date, make sure you get a copy of **New Computer Express** every Thursday – every week.

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Reaction

*V elcome to Amstrad Action's regular four-
ige letters section, the place
here you get to air your
inions and the ed replies.
e want to know your views
sotware, hardware,
racy, sexism – in fact any-
ing at all! What's more,
e're sending a £25 mail
der voucher to the best let-
r we receive each month.
you've got something to
y, write to: Reaction,
nstrad Action, Beauford
urt, 30 Monmouth Street,
th, Avon BA1 2BW.*

ep breath now...

s is really three or four letters in one.

I have just purchased a new 464 Plus just ore Christmas. In last month's *Reaction* there s an article about serious software. Well I feel t it would be a very good idea to make serious ware and that it would sell very well. So ase, please, please Amstrad, make some seri software – it's a good investment.

The next thing I would like to talk about is sexism stuff. Why can't it just end? The ument could go on for years and years. Let's leave it at the fact that male and female are ial. It's pointless going on.

The next point is the new logo. at's wrong with it, Mark ter? People have got to ve with the times, expect nges. And as for the title 4, 664, 6128, 464 Plus, 8 Plus, GX4000 console", at a load of crap! That would pathetic on the magazine. it's like calling a school "a place to learn ths, English, science etc etc". There is noth- wrong with the present title and it's much cker to read.

My last comment is about the magazine on whole. I think *AA* is a great magazine and glad a good part of it is devoted to games as l as serious matters. I will continue to buy r magazine as long as I have my computer. ich should be a long time as it takes four rs to pay for it...

Martin Williams
Sandy
Bedfordshire

AA: 1 I agree one hundred per cent about the serious software. I'm afraid, however, that Amstrad has made its mind up that the range is now strictly for games only.
2 Sexism. Yes, why can't it just end? I wish I'd never started it the whole blinking debate, really I do...
3 I'm glad you like our logo. We thought the old one was getting a bit square. (Even if it is a triangle, which is to say... oh, never mind...)
4 Thanks for your support, Martin, it's much appreciated. The Amstrad range is put to a huge variety of uses, and we try to cater for all of them.

Is we robbed?

Once upon a time, up at my friend's house (*I hate these – ed*), I flicked through one of his Speccy mags. *Your Sinclair* to be precise. I said: "Ho, ho, ho. My Amstrad mag is far superior to this whinging dribble!" "That may be", replied my friend, "but every month I get at least four games with my mag." I walked home with a suspicion in my mind. (*Bet it didn't leave room for much else – ed*)

When I got home I looked at the contents page of *Amstrad Action* and my suspicion was confirmed... *Amstrad Action* and *Your Sinclair* are both made by Future Publishing. So I wish to know why all of us Amstradiers and Amstradettes don't get free games *every month* and not just three times a year?

P.A. What is a PD library and where can I get some of one's software?

P.P.S. What sort of software is it?

Mark Finch
Wigan

AA: A PD library is a company that stores numbers of public domain programs, i.e. programs that are entirely free and can be distributed at will. Although the programs are free, there may be a small copying charge. To find out where to get them, take a look at the WHERE TO GO BOX in the Free for All section this issue.

Public domain software comes in all types – games, databases, word processors – you name it, somebody's written it.

● If you've every played a Speccy game you'll know why YS gives four away every month.. HOWEVER, don't say we never listen to our readers....

Who would like a covertape every month – hands up now...

ALRIGHT, alright – you win! Starting next month, there will be a covertape every issue! Can't believe how good to you we are? Aw, it's nothing... but if you do feel compelled to slip a few notes into an envelope...? No, well, it was just an idea...

See Amscene for the full story.



● Do you want an *AA* covertape every month? Hmm, I dunno, well now, let's see...

Tin helmets on, lads!

It seems us women are letting them male pigs (*oh dear, here we go – ed*) get away with criticising the superior sex... yes, us women. Damn that Adrian Forbes (*Reaction, AA64*) and his male bull sh*t... (*hmm, yes – let's just go for the highlights, shall we?*) ...so of course we are much better at computers than those male sh*ts... I myself learnt BASIC fully in three years... do wonderful art and use my CPC in the school band... hairy ape males... letter of ultimate bull cr*p... fighting for our rights... you make me sick... show you that I am number one... Bull with a capital B (*that was for AA, by the way*)... Oh, a message to all you other dirty males – you know where you can stick your joystick up and spin on it with the autofire button on.

Jane Marie
London

AA: Well, what a complete load of ranting cobblers! And there we were, criticising the male readers for reacting like a bunch of rabid lemmings! I give up, I really do. And here, folks, ends the debate.

By they way, Jane Marie, you spell it 'ciao', not 'chow'.

Twice as good?

I read with interest the letter in February's issue from William Huddleston requesting more colour in the magazine's game reviews. Your reply was that would add an extra 5p to the cost of the magazine.

I have an excellent idea how you could save much more than 5p a copy. Simple, really – the 32 pages of the magazine which you printed twice last month could be axed and this would save you an absolute fortune!

Come on, *AA*, own up – you've made the odd mistake here and there in the past with type-ins etc, but you've got to admit this is your biggest cock-up yet!

Dave Smith
Hastings

AA: Oh yeah, a wise guy eh? Just for your information, that wasn't us it was the printers – so there! Anyway, we have put all the games in colour this month, and we haven't even put the price up 1p. That's because we're trying out a brand new flatplan arrangement. So stick that in yer pipe 'n' smoke it.!

Mutant myopia

I purchased the disk version of the *Teenage Mutant Hero Turtles* for my young son. The centre pages of the instruction booklet list the codes, of which one has to be inputted according to the coordinates which appear on screen and which therefore allows the game to be played. My 55-year-old eyes are not what they used to be and to find that the codes were printed on a red/brown background did nothing to enhance readability. My son's 10-year-old laser-sharp eyes were also defeated.

Earlier today I phoned Mirrorsoft who said they would supply an updated booklet. Please find enclosed my printout and the original. You will have to supply your own magnifier, eye-patch...

Mr W.J.Duxbury
London

AA: I'm surprised that Mirrorsoft is supplying an updated booklet – those sheets are designed to be impossible to photocopy – they represent the program's copy protection, the intention being that no-one without the original packaging will be able to play the game. Anyway, Mr Duxbury, the piece of paper you sent us was completely blank. I mean, there's nothing on it at all. Hang on, though...

Froggy rules, OK?

Could you ask Adam why *Space Froggy* is more enjoyable than his Speccy game.

D.Catchpole
Scunthorpe

AA: I assume you're referring to the Xmas covertape. I asked Adam why Space Froggy was more enjoyable than Lost Caves and he went a very strange colour, jumped up and down rather a lot and demanded your address before going out to buy a 5lb claw hammer. We haven't seen him since.

Keep talking, keep talking!

May I say what a wonderful magazine I think you produce. This is not an 'it's grovelling, so I'll get it printed' type of letter (*no, but it's working – ed*), I mean what I say. Up until a year ago my Amstrad CPC6128 was near obsolete. I t sat in a corner of my room taking up valuable spac gathering dust. Everyone at school was r on about how good their Amigas and A were, and quite honestly I even considered ing my Arnold and buying one of 'superior' machines. That was until I saw year's Christmas issue of *Amstrad A* Attracted by the free covertape, I bought a of the magazine and really haven't looked since. Due to your magazine my software c tion has doubled within the last year and a moment I am waiting for copies of *Turrica* *Monty Python's Flying Circus* to arriv bought these games because of the exc revies in your magazine). Secondly (*keep g keep going! – ed*), I now own a printer a copy of *Mini Office II*, both of which have bought because of articles in your magaz have used the printer for a recent proje school and received a very high mark f "due to extremely good presentation"!

'So what am I trying to say?', I can hea asking yourselves. Every month it seen though someone writes in to complain something in your magazine, but person think that you have managed to produc best magazine for the Amstrad and, fo computer for that matter. So, people who *Amstrad Action* off, take heed and be tha that you don't have to rely on another Am magazine to bring you all the best rev news, covertapes, type-ins etc, because a looked at a recent issue of this other mag you simply wouldn't get the brilliant servic have come to take for granted with *AA*.

Eric El
Chorley

AA: Well, thanks very much for that. We duce the very best magazine we can, but someone's got a gripe we'll listen to it. It always nice, though to get a pat on the b

Looking for an old game, help etc?

Write to *Helpline* – you'll get your plea for assistance printed free...

Problems with an advertiser?

Our trouble-shooting advertising manager Phil Davenport is your man – drop him a line at our address

Technical troubles?

You want *Forum*, where Adam 'Prof' Waring wi sort you out. (Or if you're a beginner strugglin with the basics, write to *Ask Alex*.)

● We want to keep Reaction as the place whe you, the readers, can get your views and opini printed, as well as providing specialist section the magazine for all those other enquiries.
Keep those letters coming in...!

Credit where it's due

I am writing to complain BITTERLY that while you published my totally superb "Day in the Life" contribution (*AA61 – Kiwis on BMXs*) you forgot to identify the author (me) and none of my friends at AMSTRAD CANTERBURY, the best little Amstrad club east of Suez, will believe me when I say that it was I, Little Knobbly Kneez of the Antipodes wot dun it.

Never mind, such is my loyalty to your knoble publication (and let's face it, you kneed all the friends you can get) that I am prepared to overlook this omission JUST THIS ONCE and even now am donning my best deerstalker hat*, meershaum pipe and magnifying glass to write the definitive "Day in the Life" on the subject of a Detective Agency who use a CPC.

* I don't know what Holmes's hat was like but it definitely doesn't pay to get downwind of the average New Zealand deerstalker's hat, especially if he is wearing it.

Jan Orchard
Christchurch
New Zealand

AA: Sorry about that, JAN. You can show this to all your friends just to prove that Day in the Life piece WAS written by none other than their very own JAN ORCHARD.

P.S. As a matter of interest, Sherlock Holmes never actually wore a deerstalker in the original books.



● We printed the Day in the Life about Kiwis on BMXs, but we didn't credit the author himself – Jan Orchard. Let's hear it for Jan!

Give me a Lancia any day

I have one major plea to all software h Gremlin Graphics are in the process of m

games on the Lotus Esprit Turbo and the Toyota Celica. But what about the Lancia Delta Integrale 16V?

The Celica is but an insignificant fly on the wall in comparison to the Lancia, I believe. Lancia have won the World Rally Championship in 1987, 1988, 1989 and 1990. The Delta Integrale 16V is the most successful rally car in history. The car speaks for itself! I hope to be able to buy a Lancia game in the forseeable future.

Back to your fabulous magazine. I have several questions for you:

1 Will you bring back the Green Screen report? I miss it.
2 Do you know when Fire & Forget II will be released?
3 Would it be possible to do another joystick round-up in the near future?
4 Will there be a Cheat Mode 3?
5 What do you expect the average price for console games to be?
6 Last but not least, could you advise me as to how to subscribe to Amstrad Cent Pour Cent, the French Amstrad mag?

Graham Hennessy
Kildare Town

AA: Lancia Delta Integrale 16V? Pah – that's a weed's car. Give me a Skoda any day! Now, as for your questions...

1 The Green Screen entry was OK, but how many people play games on a Green Screen? Apart from that, we got tired of simply saying 'OK in green' or 'green is fine'. Most of the time games look how you'd expect them to look – green! Much better, we decided, to mention it only if there were major problems.
2 F & F II will be out on tape/disk just about now, we're told. We've already reviewed the console version in AA61!
3 Another joystick round-up? Hmm... well, maybe when there are a few more new models out there.
4 We'll do Cheat Mode 3 (a) when we have enough material and (b) once we've decided if the demand is there.
5 Console game prices so far have been either £25 or £30, depending on the pub lisher. We reckon the average is likely to be £25.
6 To subscribe to Amstrad Cent Pour Cent you could try writing to the mag at: 31, Rue Ernest Renan 92130 ISSY-LES-MOULINEAUX. Or just have a little word with your friendly local newsagents, and see what they can sort out.

Seriously impractical

I think there are good practical reasons for not using cartridges for serious software (*AA64*).

Firstly, most of the present 'serious' ROMs – *Protext, Maxam, Utopia* – are intended to be used side-by-side and would need to be all on a 'serious' cartridge to avoid having to swap cartridges between applications. If one had to do this, one would be better off with a ROMbox.

Secondly, unless the code can be further compressed, neither *Mini Office* nor Newword's spelling checker – not large by PC standards – would fit on a cartridge. CP/M and its main utilities would be an attractive option but probably more expensive than the present ROMing service from Graduate Software.

However, one viable use for a 'serious' cartridge might be CP/M Plus, a hard disk controller and software to distinguish whether a 720K disk in drive B: was a CP/M or MS-DOS disk and read it/write to it accordingly. One could then swap between a games playing 6128 Plus with 'no' hard disk and a business 6128 Plus with fully-functioning hard disk by plugging in one cartridge.

John R.Hudson
Huddersfield

AA: I don't agree about Protext, Maxam and Utopia having to be used together. Certainly, Protext is fine as a stand-alone product. As for the 128K maximum cartridge size versus 175K on disk, it would be easy enough to put space-hungry utilities such as a spell-checker on a disk to be used in conjunction with the cartridge software. Not a terribly neat solution, admittedly, but hardly any great disaster.

Your idea about putting CP/M on a cartridge is an excellent one. How about it, Amstrad? (I think we know the answer to that one.)

Where is Iron Lord? (Don't ask...)

Way back in the October issue of *AA* you reviewed *Iron Lord*, giving it a great write-up and making it a Mastergame. I emptied my money box and got on the phone to K & M Computers straight away only to find it was not yet released!

Please save me the cost of yet further loads of phone calls and let us all know when this Mastergame will be available.

M.J.Bett
Tenterden
Kent

AA: Blast, blast and double blast! I've been on to Ubi Soft to find out what's going on, and those Frenchies aren't going to do Iron Lord in English after all! When we reviewed it we were assured than an English version was on the way, but I'm afraid it's been shelved. I pointed out what a wonderful review it got and how many people wanted copies, but Ubi Soft won't relent. Sad news indeed, and we shall have to remove the game from our list of all-time greats... Sorry folks – don't blame us, blame Ubi Soft.



● *Iron Lord* scored a Mastergame in *AA* and it was all set for a UK launch. And then Ubi Soft went and cancelled it! *Arrrrggghh...!*

Wot, no cassette PD?

I couldn't help feeling a bit sorry for Jon Pogson (*Reaction, AA63*). Not because he was being treated unfairly but because he seems to be getting himself worked into a lather over nothing. Jon's letter was complaining that cassette-based PD software is badly catered for in the CPC world. In particular he cited WACCI as one of the guilty parties:

Who told you that cassette PD is not going to be available for much longer? There are lots of libraries that support cassette users. Just because a few don't there's no need to panic!

It's the same as your point about people knocking the CPC 464... which people? I've not seen anyone around here lambasting the 464, it's a nice little machine and as you quite rightly point out, very versatile. Admittedly, if you are going to want to carry out serious applications with a 464, like using a spreadsheet, database or word-processor on a very frequent basis then you would be wise to stick a disk drive on the back to help speed things up a touch.

Following on to your next point, are you suggesting that PD Libraries should be forced to cater for cassette users? After all it is a service they are providing. It's almost as silly as complaining about the fact that the cassette-only libraries (and there are quite a few) don't provide software on disk! Does that imply that they are not supporting the CPC 6128 or indeed 'knocking' it? Should they be forced to go out and buy a disk-drive and absorb the cost?

Let's think about this rationally. It's an evolutional process that's going on here not a death scenario. 464 owners need have no worries because. All this natural progression is a healthy sign for the Public Domain scene not a sinister one. The more libraries that start up the more new software that will be around.

A final couple of points. Jon, along with other 464 owners, may not be aware of this but CP/M programs only work with disk-based systems. There would be very little point in libraries supplying CP/M programs on tape.

Lastly, WACCI's full-page advert in *AA* and quite clearly states that the selection of Public Domain software comes on disk. I mean you can't get any clearer than "CP/M Disc 1 – Machine Code tools." I make that out to mean that the software needs CP/M to work and is on a disk which has machine code tools on it, what's confusing about that?

Steve Williams
WACCI

Home Study extra

Thank you for the review of our *Home Study* program featured in the February edition of *Amstrad Action*. Due to an error on my part it was not explained that the *Home Study Disk* comprises three programs, *Home Study*, *Home File* and *Home Finance*. We are also including a disk manager program, so making it even better value at £11.95 for the four programs.

Any previous purchaser can upgrade free by returning their original disk to us.

M.J.O. Software
45 Station Avenue
Tile Hill Village
Coventry CV4 9HR

Z80 fan

I am writing to make a plea for some machine code articles to be included in your magazine. You no doubt keep an eye on the antics of XXX (*sorry, can't print that name – ed*) and will have noted that the "Auntie John" series has stopped as from the Feb '91 issue. This series was the *only* reason I bought the magazine. Some of the articles and listings were complex, some not so. I am struggling to get to grips with Z80 and found that by studying the Z80 listings my knowledge was increased and my enthusiasm boosted.

If I have one criticism of *AA* it would be the lack of a regular Z80 spot. I realise that many of your readers would complain that any articles were too complex or too simple, so pitching the tone of any such item would be tricky.

If this idea is not viable from your point of view, could you not ask readers to send in listings with full explanations included and publish these?

Mark Riley
Leicester

AA: The trouble with teach Z80, or even BASIC for that matter, is that it's nearly always done best in a textbook, where readers can keep referring back to previous chapters, checking Appendices and so forth. We could invite readers to send their own listings/explanations in, I'm afraid it's comparatively rare for ace chip-bashers to be over-endowed with the same level of journalistic skill – or do you lot out there know different? If you reckon you can turn out nice simple Z80 code and explain simply enough for beginners to understand just what you did and how you did it, we'd like to hear from you.

More games please!

Just a few comments on your magazine. I mainly use 'Arnold' for games. All my best games (such as *Turrican* or *Laser Squad* (*good man! – ed*)) have been highly recommended in your magazine and so I now know that I can trust your reviews. The only thing is, there's not enough of them!

When I say 'games', I don't mean 'adventure games'. Personally, I can't understand why anyone would want to spend hours reading through screens of text (did I say text? Sorry, text and a few trashy pictures). Yes, I'll probably be attacked by hordes of screaming adventure fans, and maybe even sent an executioner's note from the Balrog, but isn't it the truth? (*I'm not saying anything – ed*)

Finally, I'd just like to say **keep type-ins short and simple!** And what is a 'mandelbrot' anyway? Is it really worth 1.5 pages?

Marcus Kasumba
Sheffield

AA: A mandelbrot is a variety of fresh-water fish found only in the lower reaches of Alpine rivers.

Karting kalumny!

I am writing this note mostly to clear my name, as some of my pupils or ex-pupils may well read your description of my driving and wish to have nothing to do with such a wimp.

I want to point out that I didn't come last in *any* of the heats, I came fourth. Every time! However, in coming fourth I defeated on at lease one occasion both James (call me Ayrton) Leach and Rod (it's my party so I'll cheat if I want to) Lawton. I only began to pull over after a certain member of the art department shunted my cart up the back *three times* in one heat, and gave me a headache! (Pause for sympathy.)

Anyway, I had a splendid time. It was the best prize I've won for a long time – at least since I won a string of onions in the church raffle. (Come to think of it, it's the *only* prize I've won since then, and that was thirty-ahem years ago!) And Adam (*my* Adam) is dead chuffed that his beloved Land Rover got its picture in, even if he didn't.

Thank you again for a great day out.

Lesley Hawes

Worton
Wiltshire

AA: Lesley was one of the prize winners of our Amstrad Action Karting Kompo, whereby six winners spent the afternoon karting at Castle Combe race track.

Sorry about getting the facts wrong, Lesley. Overenthusiastic reporting on the part of our race commentator led to some rather lurid exaggerations. James Leach (y it was him) has since been given a good telling off and sent to work on Your Sincla (What a fate!)

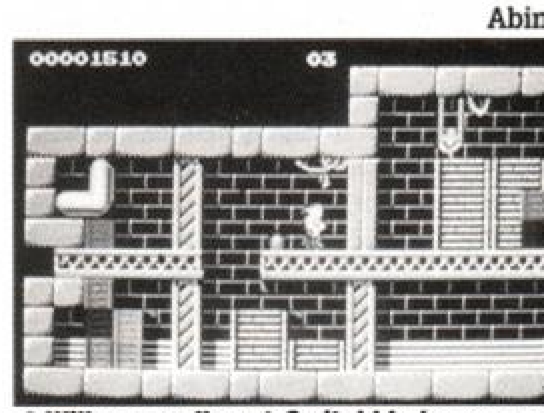


● Slandered! Lesley Hawes didn't come la in all the heats of *AA's* karting day out aft all. James Leach, eat your words...

Switchblade switched!

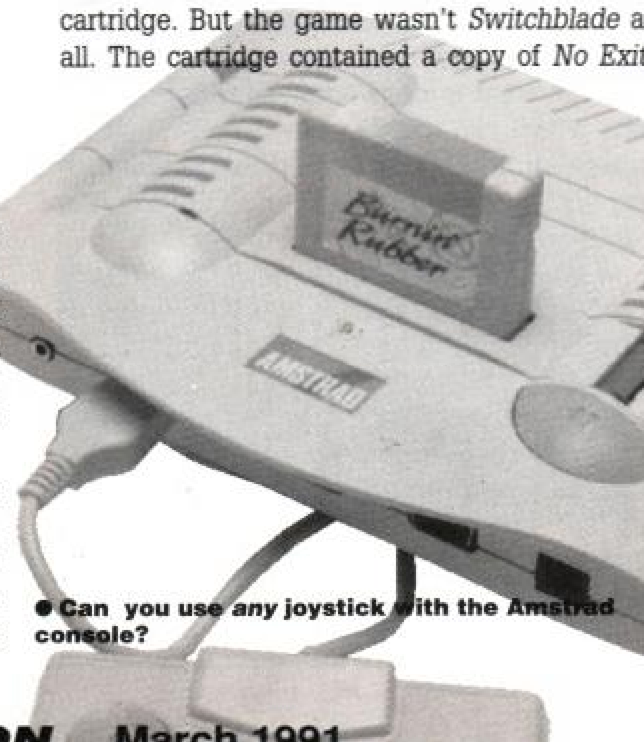
After reading your review of *Switchblade* I decided that it had to be in my software collection as soon as possible. The packaging looked fine and there was even a fancy sticker on the cartridge. But the game wasn't *Switchblade* at all. The cartridge contained a copy of *No Exit*. How on earth did this happen? Dixons whole batch of them have the wrong pro on them.

David Wood
Abin



● Will you really get *Switchblade* on your *Switchblade* cartridge...?

AA: Really? How amazing! We hope you your cartridge back and got it changed that there's necessarily anything wrong No Exit... I mean, it's probably a very g oh dear.



● Can you use *any* joystick with the Amstrad console?

Console question

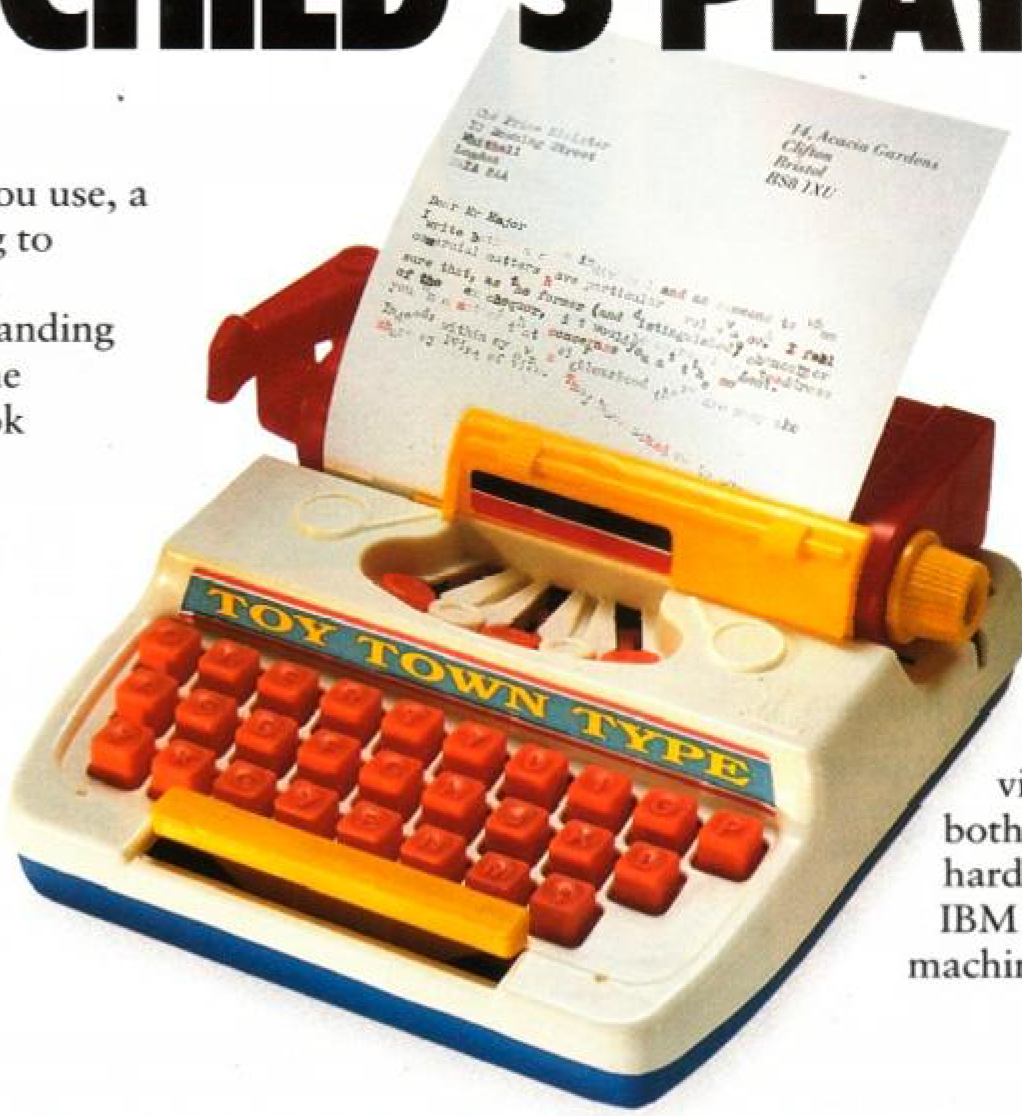
I have some questions about the GX4000 console:

1. Can you use any joystick on the GX4000 console?
2. Will the following games be released on GX4000: *UN Squadron, Toyota Celica G Puzznic* and *Rainbow Islands*?

Philip
Cama

AA: Yes, you can use any joystick, but sor games may require two independent Fire tons. As far as we know none of the game mention are earmarked for the console.

SOME PRINTERS CAN BE CHILD'S PLAY...



Whatever computer you use, a toy town printer is going to make your printing look appalling however outstanding the content. To create the right impression and look professional you need a professional's printer.

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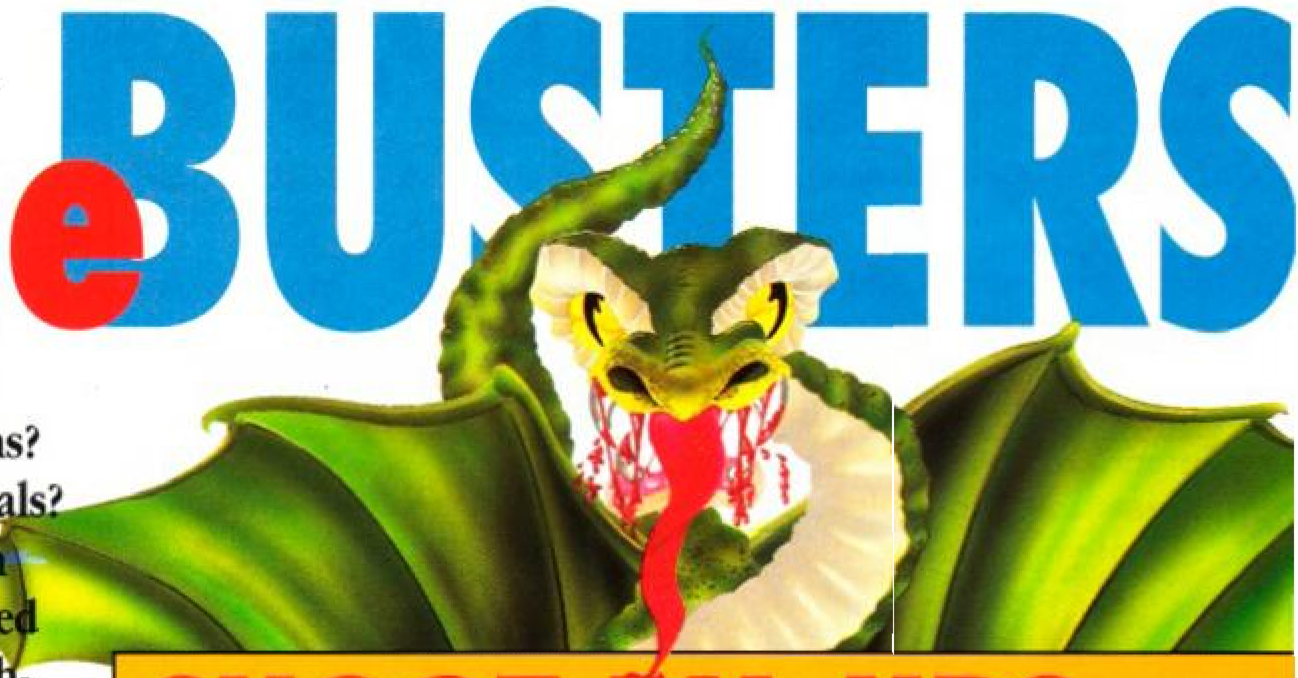
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Game BUSTERS

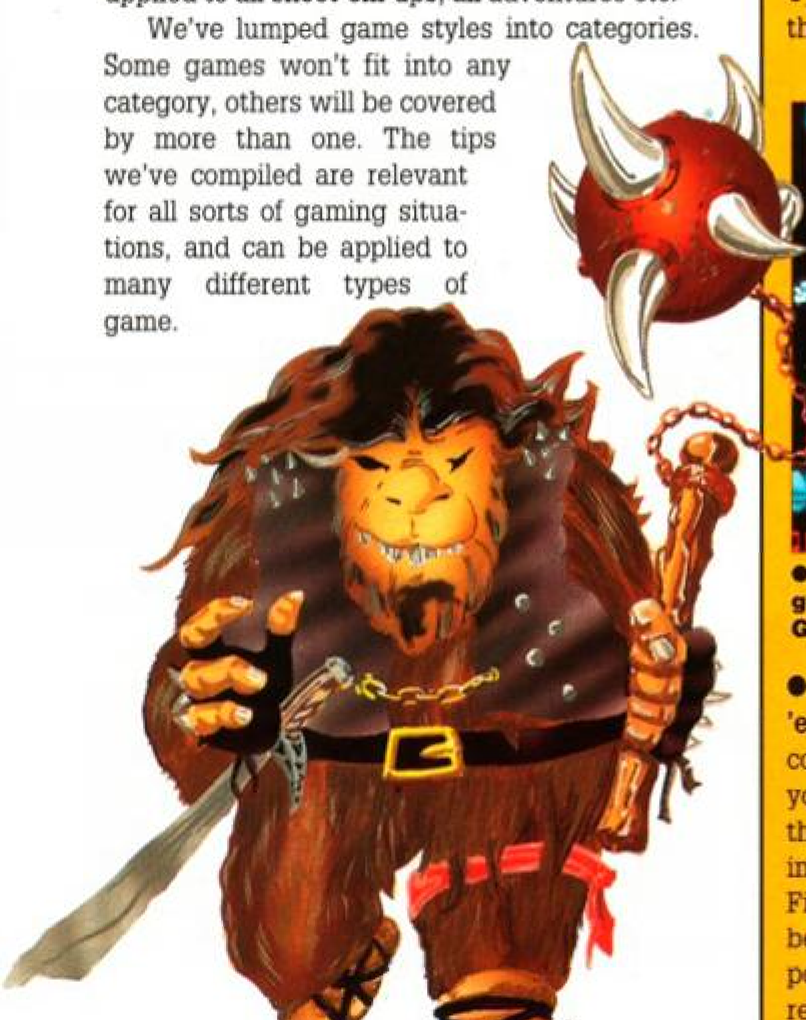


Maddened by monsters? Frustrated by phantoms? Exasperated by extraterretrials? Now, at last, the AA team can present the full, unexpurgated gamesters guide to alien-bashing. Maps, cheats, pokes – the entire arsenal of gaming ploys is exposed in our 6-page exposé of the arcane art of gaming. WARNING: No game is safe...

There are many, many different types of game. One of the most fundamental differences is whether it is actually possible to complete the game – some games have an ultimate goal, once you've done it the game is finished; others can never be finished – they get more and more difficult as they go on, continuing indefinitely.

The techniques for beating each individual game differ, but general guidelines can be applied to all shoot-em-ups, all adventures etc.

We've lumped game styles into categories. Some games won't fit into any category, others will be covered by more than one. The tips we've compiled are relevant for all sorts of gaming situations, and can be applied to many different types of game.

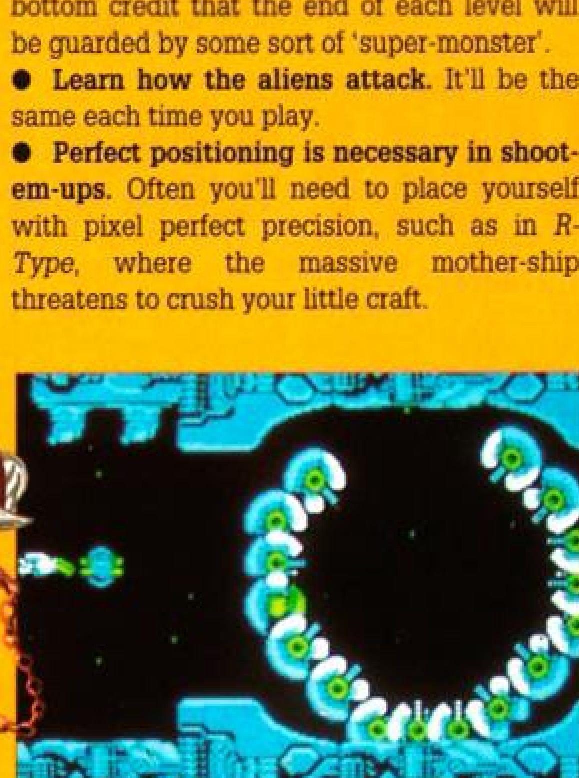


SHOOT-EM-UPS

There are literally hundreds of shoot-em-ups. Each has some new twist or turn to try and make it a little bit different from everything else. Despite this though, they all follow a very similar format. Generally they scroll either from top to bottom or from right to left. Aliens attack in waves, each wave consisting of a particular type of baddie. The games tend to be split into levels, and you can bet your bottom credit that the end of each level will be guarded by some sort of 'super-monster'.

● **Learn how the aliens attack.** It'll be the same each time you play.

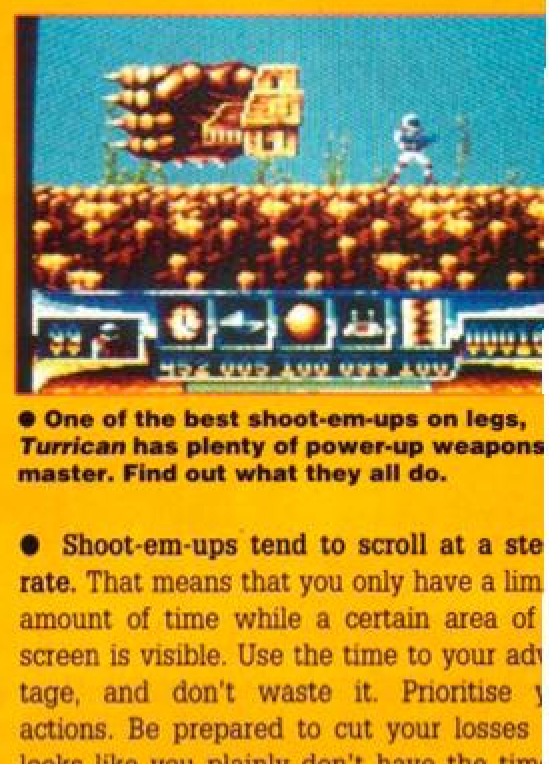
● **Perfect positioning is necessary in shoot-em-ups.** Often you'll need to place yourself with pixel perfect precision, such as in *R-Type,* where the massive mother-ship threatens to crush your little craft.



● Learn the attack waves in *R-Type*, and get ready to blast them to kindom come! Good postioning is vital to making progress.

● **One feature shared by virtually all shoot-'em-ups is the power-up.** The way that these collectables are added to your arsenal varies – you may collect them as you fight your way through space, or it may be a case of purchasing them from an in-between level 'shop'. Find out what *all* of them do, and what's the best for each particular situation. There's no point in collecting everything going if you're replacing a superior weapon with something less suitable for the job in hand.

● **Plan ahead – spot the best routes as they appear.** If experience shows that one way is more dangerous than another, bear it in mind the next time you play.



● One of the best shoot-em-ups on legs, *Turrican* has plenty of power-up weapons master. Find out what they all do.

● **Shoot-em-ups tend to scroll at a ste rate.** That means that you only have a lim amount of time while a certain area of screen is visible. Use the time to your adv tage, and don't waste it. Prioritise y actions. Be prepared to cut your losses looks like you plainly don't have the tim shoot down all the bonus targets.

● **The end-of-level guardian is alway tough character.** He will have his w points, though. Also, a multitude of direct may be required to destroy him, so keep ing. Often they need to be concentrated one spot, such as the head. A visual sig such as the body flashing white, is giver indicate that a hit has been scored.

Don't concentrate only on shooting hi the expense of everything else, though. baddie won't necessarily just sit there soal it all up – it may be trying to destroy you to



● It may be underwater rather than outer space, but the principles are still the san You'll beat *X-out* if you learn from mistak

Read those instructions!

One of the most obvious ways to make good progress in games, but one that few people bother with, is reading the instructions!

Many games seem straightforward enough. After all, it's just left, right and fire... but what does the strange symbol that keeps appearing in the corner mean? You'd find out a lot sooner if only you'd take the time to sit down and read all about it. It's even more important with more complex games. They're virtually impossible to do well at when you don't know what the weapons are, what you can do with them or where to find them!

As soon as you get home with your spanking brand new copy of *Megadeath on Planet Tharg*, the temptation is to rip off the cellophane and get the game loaded for instant gameplay. Everyone's guilty of this – including the *AA* team (*no, surely not? – ed*). At some stage you're simply going to have to sit down and read through the manual...

The art of cartography

Mapping is crucial when it comes to adventure games – after all, how else are you going to find your way out of the gloomy forests of Gr'nbgg'barfo and find the magic sword to defeat the evil minion of the arch-mage Thr'ggo Nogob who has... (cont on p2,981). Surprisingly, though, mapping can be equally useful for other types of game too...

That good old combination of pen and paper is needed. Graph paper is probably the best, as it's easy to draw consistently-sized boxes, and should help keep the map reasonably clear!

Always start in the middle of the paper – you have no way of knowing what direction the map's going to take! Draw a square or rectangle big enough to fit a couple of words in it (not too big though – you don't want too find yourself running out of paper). Each box relates to a location in the game. Write the room's name in each one, with lines representing exits to neighbouring locations. (While you're at it, you could use arrows to indicate one-way routes, if appropriate, to save time-wasting.)

Note the location of problems, or parts of the *Shattered Sword of Sardon*, or whatever. Use either a symbol or a key if there's no room to write down a full explanation.

Sooner or later your map will resemble a blueprint of Spaghetti Junction – there'll be lines and scribbles all over the place (*just like the real thing – ed*). You'll probably have to tidy it up at lease once as you get towards a final version – and take the opportunity to centre the map on the paper.



SIMULATORS

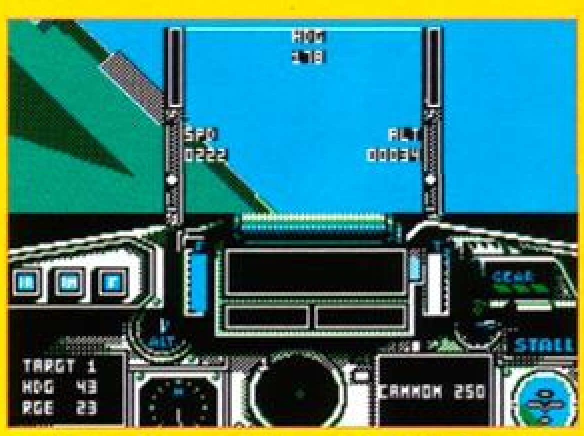
Simulators cover anything that reconstructs 'real' situations. So a flight simulator will take on board the characteristics of the aeroplane it represents. A driving sim hopefully conveys the thrills and spills of belting around a racing around a track at 180 Mph.

Though vehicles are the most popular subject for simulators, it's certainly not restricted to that. War-games are simulations of historical battles. You can even simulate things that do not exist! *Laser Squad* is a war-game set in the future, simulating futuristic combat in a 'realistic' sense.



● *Sim City* is exactly that – a simulator based on running a town. Careful budget balancing is needed to keep the citizens happy.

● **A true simulation will accurately mirror the real thing, but that's not always the case.** Will putting down the flaps at 600mph rip off your wings, or can you get away with it, and use it as a mechanism to slow you down? Do you need to take the proper racing line around the circuit, or can you get a faster time by hogging the inside of the bends? Just how realistic is your aeroplane/car? Learn its limitations, find out what it's capable of.



● The four types of aircraft to fly in *Bomber* each have their different capabilities and limitations. Learn to fly them all!



● Futuristic racing skills are necessary in *Stunt Car Racer*. You'll need to learn every bend of those tortuous tracks to win.

● **Discretion is almost always the better apart of valour!** You may be able to zoom around the circuit flat out, but you risk crashing. Better to take it easy in the dangerous bits, and put your foot down in the right places, where there's little danger of coming a cropper.

Then again, you're immortal in your aircraft. Daring stunts can be performed that you'd have to be clinically insane to try in real life. Slamming your Cessna into the side of a mountain is a mild annoyance as you have to restart the game, rather than the last thing you'll ever do. You can figure out a lot about a game by living dangerously.

● **Patience is a virtue.** You cannot expect arcade action in a sim. It may take an age for your plane to reach the next port of call – just as it would do in real life.

● **If you find yourself crashing again and again for no apparent reason, don't automatically assume it's the program that's at fault.** It could be you doing something wrong. Search the manual for inexplicable failures.



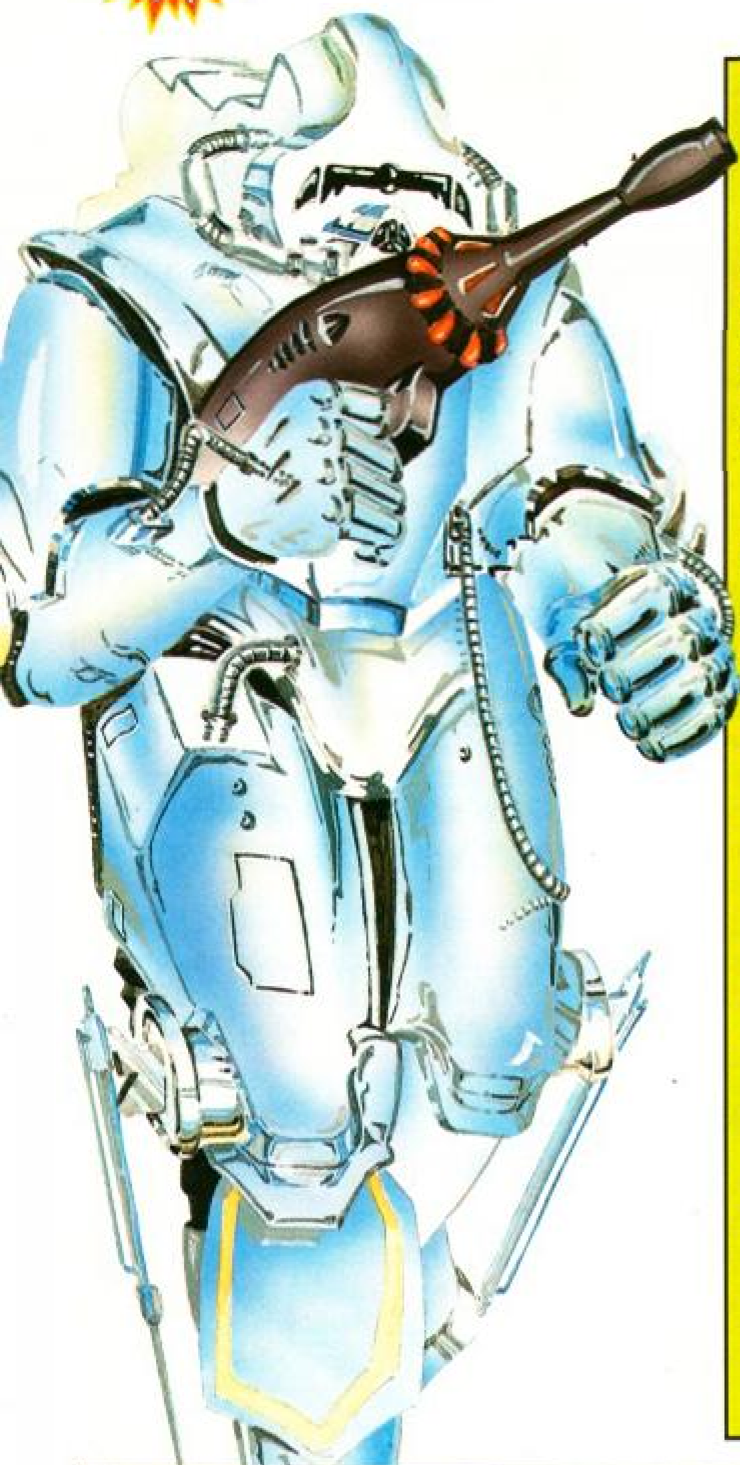
● You'll have to take driving lessons to become proficient at *Hard Drivin'*. One degree off course and you'll be making craters in the tarmac.

Saving time and trouble

Many of the more involved, more complex games have a 'Save Game' feature. This is because it would be ridiculous to expect you to complete the game in one sitting. It gives you the opportunity to save the game onto tape or disk (don't use the original, though!) when you've finish the playing session and resume it at a later date.

This offers tremendous advantages to those after a high score: if you do badly, or get killed, then it's easy to reload the game and simply pick up from where you left off, and not have to go right back to the beginning again.

However, this can be taken a step further...



PUZZLE GAMES

Puzzle games are so diverse, and can only be very loosely lumped together as a theme. Some are like arcade games, requiring lightning reactions, as well as offering brain teasers to solve. Old classics *Boulderdash* and *Spindizzy* are examples, but just look at how different the games are from each other!

Some rely on reaction and instinct, rather than logic. In *Tetris* and *Klax*, for instance, there are no tricky puzzles to solve, just the ability to recognise shapes or colours and manipulate them rapidly. Still, there are a number of points to be observed that are common in many games.

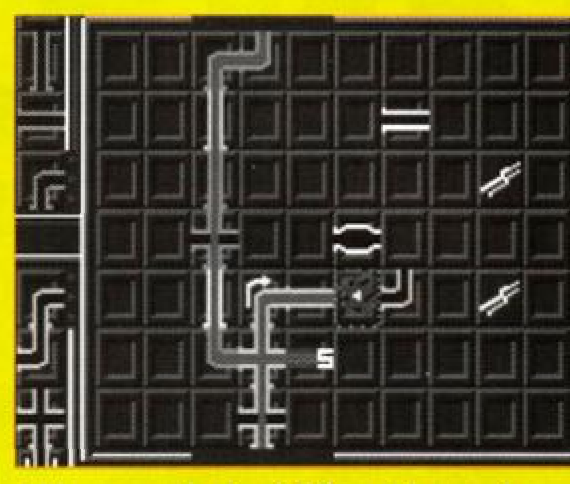
● **Try to 'get inside' the mind of the programmer.** The game is the product of someone's deranged imagination, and if you can figure out they way they think, then you'll be able to look at the puzzles with a new perspective, and hopefully it'll help you solve them.

● **Look for patterns in problems.** They're sure to be repeated throughout because of the way that these games are structured. Puzzle games tend to be based on simple concepts, which create very complicated game-play. As the game is based on a small number of fundamental 'building blocks', a certain amount of repetition is inevitable. Apply a standard approach to these puzzles, and you'll solve them sooner.

● **In puzzlers which count on you reaching high scores, make sure you're familiar wit the high scoring opportunities.** In *Klax*, fo instance, a certain amount of points need t be scored to complete some levels. You'll ge through faster knowing that diagonal 'Klaxes are worth ten times as much as vertical ones!

● **Only act as fast as you have to!** If th action is fast and frantic, then sure, you won have time to think. Use every spare secon though to work out what you're doing – try t plan ahead as far as possible.

● **Most importantly – keep your cool!** Whe there's a million things happening at once, it' too easy to panic. Just concentrate on the tas in hand – otherwise you really will get int trouble!



● There are plenty of different types of puzzlers. In *Pipe Mania* you have to place your pipes with care – it could be critical!

PLATFORM GAMES

Platform games are one of the oldest established game formats. The game world has gravity and perilous leaps need to be performed between platforms. In many of these games the only way to get to the higher reaches is by jumping from platform to platform. In others you can get to higher levels by the use of lifts, or by climbing ladders.

The objective of these games tends to be one of two things. Static screen games tend to have you collecting a number of objects to clear each level. Multi screen platform games usually require you to work your way from the beginning to the end.

● **Timing is crucial.** You need to be able to act instinctively when coming across a problem for the first time. Baddies often run in set patterns, from left to right say. Precise timing is required to bound over them. You'll need to be able to choose your moment and go for it.

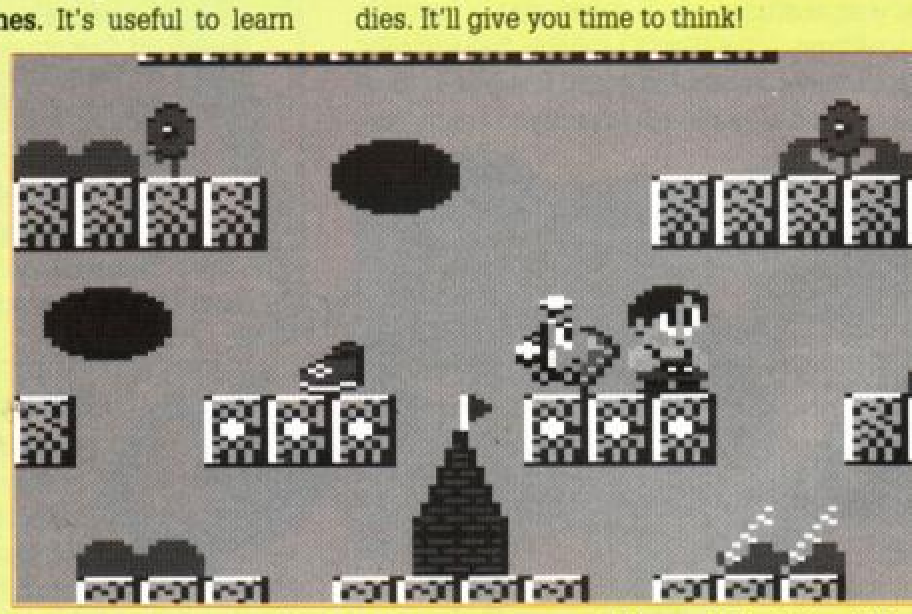
● **There are often several possible routes through platform games.** It's useful to learn the best one – whether that means the safe or fastest.

● **If you're to make the best of the gam then it's important that you become famili with your character's abilities.** Make sure yo know exactly how far he/she/it can jump missing a platform because it's too far is inco venient at best, and at worst fatal.

● **Be wary of time limits, but if there isn one, don't rush!** It's a much better plan to ta your time, and sus out each level or sectio rather than storming in, getting killed unne essarily. If possible, look for 'safe spots', whe you're in no danger from other on-screen ba dies. It'll give you time to think!



● Perilous platform problems abound in the *Rick Dangerous* games. You'll need to time those jumps perfectly.



● *Rainbow Islands* might be the cutest game of them all, but it's still very tough! Quick reflexes are needed to beat the rising water.

Cvery time you successfully complete a mission, r get through a particularly difficult section of a ame, save it! That way you'll be able to dvance rapidly through even the most trouble-ome areas of a game. (Even if you have to play 30 times to do so...)

But what if your game doesn't have a Save ption? Well, hardware devices like Romantic Robot's Multiface allow you to save the game at ny time you like – see the section on cheating or details!

.essons to be learnt

A general point applicable to all kinds of game s that you should learn from your mistakes! Every game has a 'right way' to do things (or at east, most definitely has a 'wrong way'!). Make ure you can remember exactly what you did to urvive a level, beat the guardian, or whatever, ven if it means taking notes.

The first thing to learn is how to play the ame. This may sound obvious, but make sure ou know exactly how your character/vehicle esponds to the controls, and what you can get way with doing.

The way the baddies do things is something lse to take into account. What governs their novement? Do they always appear from the ame place? Do they have a fixed 'patrol', do hey follow you about? Are there any special vays which you can out-fox them?

You need to know what help, and what per-s lie ahead. Are there any special objects to ick up, and what sort of effect do they have? What should be avoided at all costs?

Note-taking is a particularly good idea for he more complex games. For instance, in a rading game such as *Elite*, keeping a rough ote of the prices you can expect different oods to fetch may help your profits soar much nore quickly than guesswork. And jotting down iagrams of difficult sections or puzzles in a ame can be helpful when you come back to it t a later date. Much easier than trying to emember exactly what you did. A list of direc-ions and actions could help you get to the last oint you got to quickly and without having to hink *too* much (don't get complacent though – ou don't want to get killed as a result of being rainless!).

Revenge is sweet

Computer games are diabolical things designed y fiends to torment games players everywhere. But with the help of the general rules above and he specific hints and tips described in the pan-ls on these pages, you can start to get your wn back.

And for the gamester's secret weapons – the Multiface and the Poke – turn to pages 20 and 1 for the complete low-down...



ADVENTURES

Adventures put you in an imaginary environment where you take on the role of a character and have to work work your way through the game, solving puzzles as you progress. Traditionally, adventures had fantasy scenarios, where you played a warrior, and had to defeat trolls, overcome evil wizards etc. Adventures can be about anything, though, and the plots vary enormously.

You communicate with your character with words. Commands are typed in via the keyboard, and you're informed of your progress through text messages on the screen. For the most part, you have to imagine the picture of what's happening in your mind's eye – but more recent games include graphics to represent the surroundings.

Taking things a step further, recently we've seen 'active adventures', such as *Bloodwych*. Here you play in an arcade style environment, moving around with a joystick, but still have to solve puzzles in the traditional way.



● ***Iron Lord*, from French software house Ubi Soft, involves much strategy in your quest to become ruler.**



● **A cross between simulator and adventure, Incentive's *Castle Master* needs to be mapped or you'll get lost.**

● **Mapping is an absolute must!** You move by typing in directions, such as 'Go North', etc. Remembering huge strings of these is impossible. It's far harder than remembering simple routes in arcade games. Taking the time to draw a map to go along will be of great benefit, and will actually save time later. See the box on mapping elsewhere.

● **Always collect objects, or at least make a note of their location.** Many adventures will only allow you to carry a small number of objects. In this case, it may be best to leave them in a central location that is visited often. Then you can easily return to pick up the items you need without massive effort.

When it comes to a toss up between taking one object or another, ditch something that you've already used – you'll find that most items have just a single use.

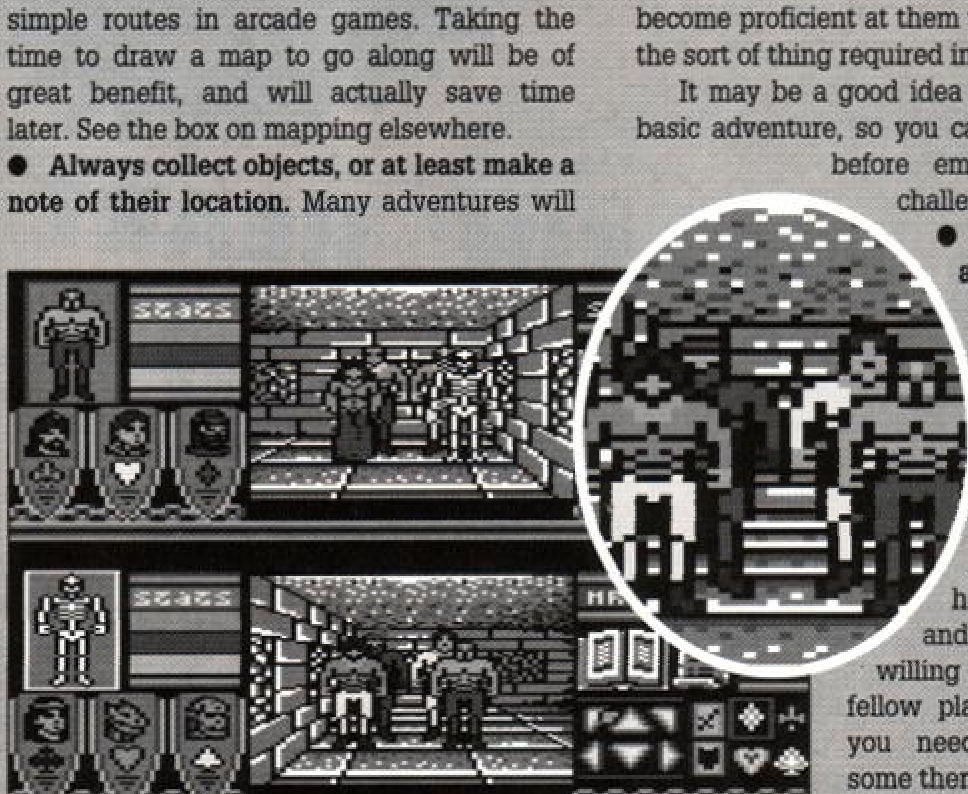
● **Adventures always have a save game facility – so use it!** There's no way that an adventure can be solved in one sitting, so you have to save it when you switch off your computer.

You can also save the game before any possibly fatal moves, or after completing any tough puzzles. That way, if you get killed, you can easily resume the game just prior to the moment of death. Some games have a 'RAM save' facility. Here you can 'save' the situation to memory, rather than continuously saving to tape or disk, and restore the state of the game just as easily.

● **There's a certain 'logic' that adventurers must learn to think with.** If it's dark, then you need to find a torch. These are standard adventuring riddles. You can apply the same principles to different adventures. It's a bit like learning to do crosswords – once you become proficient at them then you will know the sort of thing required in other puzzles.

It may be a good idea to start on a fairly basic adventure, so you can learn the ropes, before embarking on more challenging quests.

● **More than any other game format, adventures have their completely dedicated fans.** (Avoid sitting next to them on long train journeys!) They're a helpful breed too, and are more than willing to lend a hand a fellow player in distress. If you need help, then get some therapy! You can get in contact via *Helpline*, *Balrog*, etc.



● ***Bloodwych* takes adventuring into the arcade realm. It may take a while to learn the tricks of survival.**

Cheating Gits!



It's so damned frustrating! You've been at it all night, frantically waggling your joystick. You've followed all the top tips, but you're still not getting anywhere. It has to be said – the game has you beaten...

But wait! Don't toss the blasted thing into the cupboard just yet. If all else fails, there is one option left. If at first you don't suceed... Cheat!

After all, it's not really cheating as such, more like helping yourself through a difficult patch! Of course, once you've used the cheat to overcome the bit that was troubling you, you'd resort to fair play again... (Yes, of course you would.)

Cheating involves a variety of underhand methods. They can vary from figuring out the passwords to get further in the game, to physically changing the way the game works by tinkering with the program code itself.

There's one valuable mine of information when it comes to finding cheats. *Cheat Mode* is our monthly guide of hints, tips, pokes and solutions of the kind described on these pages. It's compiled by professional cheat, Phil Howard, with material from a nationwide network of contributors.

So, how exactly *do* you cheat, then? Here is the definitive *Amstrad Action* guide to cheating – and beating – the stubbornest of games...

● **AA recommend that you only cheat at games that really have you stumped! Once you've seen all there is to see in a game by cheating, there'll be little incentive to play it fairly and squarely again!**

CHECK OUT CHEAT MODE!

Cheat Mode is Amstrad Action's regular games help section. Each month we cram six pages full of cheats, maps, hints, solutions and listings to help you through the toughest and the latest games. *Starting on page 76...!*

WHAT'S THE PASSWORD

Sometimes the programmers decide to mak it easier for us. When a game consists c several levels, a password system may b implemented to allow you to reach prev ously visited screens without having to pla through all the earlier sections again.

If you're useless at an early level, bu wouldn't mind seeing more, just think hov handy it'd be to know these codewords!

Typically, these are to be found ever four or five levels, so if can find out wha they are, you can zoom past those problen screens with ease.

Indeed, knowing the passwords ca *add* to the playability of a game. When yo have a number of different starting points you can easily move to another level whe you get sick of one that's foxing you. The you can go back to the earlier one to try i again after your break.

You can find these passwords out eithe by hunting through the computer's memor for the answer (you need to be an exper 'hacker'), or by finding out from someon else who's already passed the level by legit imate means. The other alternative is to tr to guess what the codes might be. Not rec ommended, really, as even a four-lette password could possess several hundre thousand combinations!

YOUR CHEATIN' HEART

Some programs have built-in cheats. These are the easiest to use, once you know exactly what to do – it's simply a case of tapping in the word, or holding down the keys at the right time. Much less hassle than typing in those pokes.

The are a couple of reasons why such cheats are sometimes found in games. Firstly, they can be hangovers from the programming phase, where they were left in to help the programmers as they developed the game – and then simply never taken out. The game's programmer won't want to have to play through every screen to get to the correct one for testing. So instead a secret system of getting to hard to get to areas is often implemented.

The other reason is that the cheats are put in deliberately. This is done by the programmer as yet another challenge to the gameplayer. They are intentionally difficult to find, but the reward is an easier passage through the game...

It's a help to know a bit about the programmer when hunting down these cheats. Knowledge of previous projects they've worked on may give a vital clue, for instance.

There are a number of methods used to enter these cheats. You may have to type a code into the high-score table, or hold down a combination of keys, or draging a pointer to an unusual area of the screen.

These are the sort of cheats most likely to be found by accident, or by logical trial and error. But still the most common way to find these is from others who've spotted them by purposeful and thourough examination of the program's code.

This is done by dedicated hackers – who, more often than not, then send in their findings to *Cheat Mode* for the good o gamesplayers everywhere. (And for a substan tial reward too, of course...)

ALL THIS, AND MULTIFACE TWO!

The Multiface (Multiface II in its current incarnation) is a black box that plugs into the expansion port of the computer. It's an invaluable device for the cheat. At the press of a button it will 'freeze' the actions of the computer. The state of the memory is retained, however – in effect you've stopped the game dead in its tracks!

This is where the fun really starts. Inside the Multiface is a special built-in program. This is executed the instant the button is pressed, and allows you to perform various operations on the game, from within the game itself.

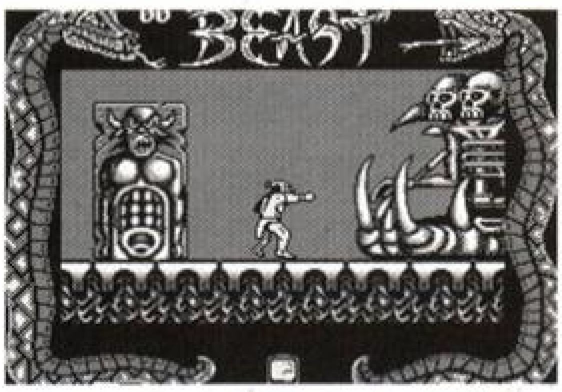
From here you are able to examine the memory, alter parts of it, save it to disk, and then restart the game as if nothing had happened!

This offers tremendous cheating oportunities! Let's take the steps one by one...

● **Examining the memory allows you to search through the entire contents of the computer's memory.** You can view it in hex codes or text modes, and is particularly good for hunting down passwords or looking for 'giveaway' combinations of codes.

● **Imagine that each level is guarded by a 'codeword' that prevents unauthorised access.** If you're able to just 'read' the contents of memory, you can scan through it until, hey presto, the password pops up on screen as clear as day!

● **Altering the memory means that you can alter the way the game works!** Somewhere in the program the amount of lives the player is given must be stored. If you could change that from 3 to 30 (or 300!) then that's obviously going to help you in your game-busting efforts.

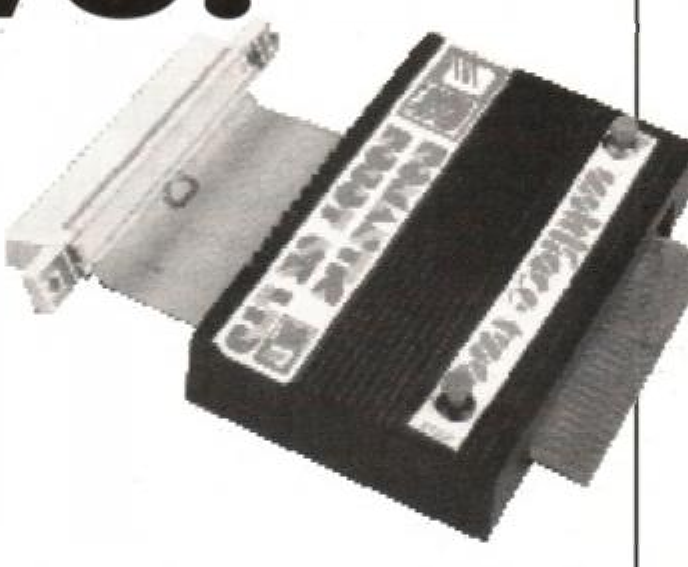


● *Shadow of the Beast*is one tough game – but by using the Multiface to 'save' your game position just before tricky moments, your chances are much better.

● **By altering different sections of code, many factors can be modified.** Time limits can be stopped, lives made infinite, and invulnerablity can be given to your character.

● **Unless you're rather technically minded, you'll be unable to find these for yourself, though.** It involves hunting through a lot of almost indecipherible codes and recognising specific sequences of numbers that translate into the machine code program.

● **However, our Cheat Mode section is packed full of these 'Multiface Pokes' as they're known, ready for you to tap in.**



● Romantic Robot's Multiface will 'freeze' most programs and let you examine and even alter the code to give yourself a fighting chance!

● **The Multiface allows you to save the entire contents of the computer's memory to disk or tape.** This is an absolute godsend to the cheat. It means that you can save the game at any point. Indeed, any 'save game' option (where it exists at all) available in computer games often restricts you to certain 'safe' points – such as when docked with a space station in the space trading game *Elite*.

● **Getting past a difficult section can be achieved by saving the game beforehand.** The you repeatedly attempt to get through that section. You're bound to suceed eventually with this 'brute force' method. When you do, save the game at that point and you'll be able to continue in your efforts from there onwards.

A POKE IN THE EYE...

If a game's just too damned hard, why not make it easier? It's possible, you see, to change the game code in order to make it more 'playable'...

A game program is made up from a list of instructions in the computer's memory. Change the instructions, and you change the way the program funtions. Very useful indeed if you're altering the bit that decrements the number of lives you have, for example.

To spot these you'll need to be a bit of a whizz when it comes to programming. It takes a lot of messing around with assemblers, and requires more than a smidgeon of technical know-how.

For the rest of us 'normal' people, these alterations can be put into a simple BASIC program that can do the dirty work for you – and all it takes is simply running a listing.

These listings are known as 'Pokes'. The definition comes from the BASIC 'POKE' command that changes the computer's memory a byte at a time.

In fact, they're very similar to Multiface pokes. The actual 'bit' that pokes the memory is very short. However, in practice the listings may be quite long. This is because the computer has to get round the game's protection before it can wreak havoc with the code. (Software houses always have to guard against unscrupulous 'pirates' aiming to copy their programs onto blank disks/tapes and sell them afterwards.) *Cheat Mode* is of course the place to find these little gems...

● **The listings are typed in, and saved. To hack your favourite game simply run the poke, and then insert your game disk or cassette, whereupon it will load as normal. The difference being that the poke then goes into action, so you can get on with the business of getting further than ever before...**

```
1 ' SATAN Cheat *Disc*
2 ' by ANDY PRICE
3 '
10 DATA 21,00,01,11,00
20 DATA 00,0e,41,df,83
30 DATA 00,21,00,01,11
40 DATA b0,a9,01,c0,01
50 DATA ed,b0,21,6c,00
60 DATA 22,7c,aa,21,65
70 DATA 00,22,c0,aa,c3
80 DATA be,a9,21,6e,00
90 DATA 22,4e,03,c3,00
100 DATA 00,3a,df,6f,fe
110 DATA 3d,20,07,af,32
120 DATA df,6f,c3,84,03
130 DATA af,32,ae,6c,c3
140 DATA 84,03,3c,c0,07
150 FOR a=&40 TO &85
160 READ x$:x=VAL("&"+x$)
170 POKE a,x:y=y+x:NEXT
180 IF y<>&1850 THEN 210
190 PRINT"Press any key"
200 CALL &BB18:CALL &40
210 PRINT"DATA error"
```

● This is an example of a 'poke' – the work of an expert 'hacker' who's been looking at the program code.

This particular listing gives you an infinite number of lives in the Dinamic game *Satan*.

All you have to do is type it in and then load the game as normal.

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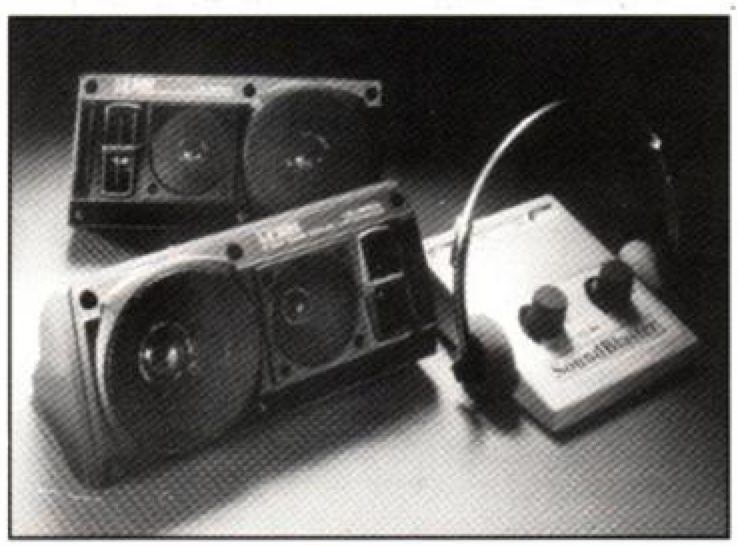
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PLEASE SEND ME:- ....

MY COMPUTER IS A CPC 464 664 6128 *Please circle the model of computer.*

I ENCLOSE A CHEQUE/MY CREDIT CARD NUMBER IS ....

NAME: ....

ADDRESS: ....

....

SIREN SOFTWARE, 84-86 PRINCESS ST., MANCHESTER M1 6NG. TELEPHONE ORDERS ON 061 228 1831. FAX 061 228 1831

Forum

Got any technical queries? Are you stumped by your computer? AA's very own technical wizard ADAM WARING will attempt to sort it out for you. Or maybe you want to pass on some tip you've discovered to the rest of us? (Send us a good 'un and you could be in line for a £25 mail order voucher!) Write to: ***Forum, Amstrad Action, Beauford Court, 30 Monmouth Street, Bath, Avon BA1 2BW***

Disk dilemma

Can you help? When I obtained my DDI-1 disk drive to improve my Amstrad CPC 464, I then managed to transfer all of my cassette-based programs, including the commercial ones that I had paid a lot of good money for.

However, two of these, *Master Chess* and *Gemini Database* will run OK on disk except for the Save and Load facility.

I am a pensioner who enjoys computing, but am no great expert, although I do have some programs such as *Code Machine* and *Dedit* etc. Can you tell me how to change the programs to make them save and load to disk? I have tried entering **|DISC** before loading the programs, but no luck.

I have taken your magazine since issue one. I still have them to refer to and have recently cancelled a certain other mag. The *Type-Ins* of the earlier issues had more utility type programs than the magazine today, but it's still the best.

A Sheldon
Nottingham

Bad news, I'm afraid. Unless you're an extremely dedicated hacker, it's unlikely that you'll be able to change the programs do do what you want.

The saving and loading routines will be buried deep within the program's code, and will be dedicated to working with tape only. To modify them would entail finding these routines, and then adapting them to work with your disk drive. It's a tremendously complicated task, and to be perfectly honest, probably more trouble than it's worth.

Plug problem

I recently bought *Nirvana 1.1* from Goldmark Systems, ordering the ROM version. I was expecting something to plug into the back of my CPC, like the Multiface II, but instead got a ROM chip. I don't want to send it back but I don't know what to do with it. I opened up the back of my 6128 but there didn't seem to be any room for one ROM, let alone several (as I've read some have). Can you please help me with this?

My next problem is of a similar nature. I'm planning on buying the *Maxam 1.5* assembler on ROM but as before I wouldn't know where to put it. Also, does it have to use source code made from *Protext* or would *Tasword* or *Pyraword* do just as well? Lastly, is this assembler suitable for beginners in machine code programming?

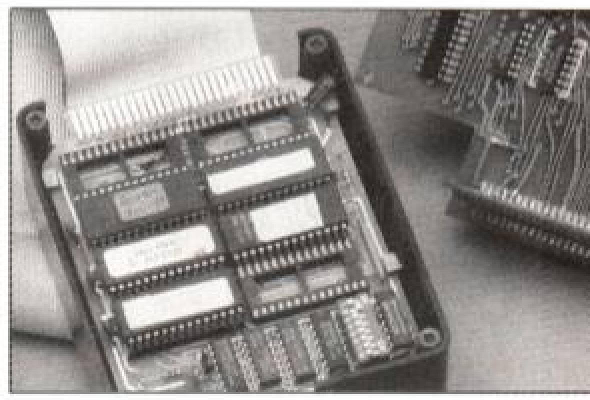
Russell Curnutte
Northants

I don't know how to tell you this, Russell... There is no way to plug the ROM into your CPC directly. Urgh!

What's required, m'lad, is a ROM box. This is an interface that plugs into the back of your machine, and allows you to plug the ROM chip into it.

You could write a nice letter to Goldmark explaining your mistake. The company also supplies Nirvana *on disk, so that might be far more suitable for your needs.*

However, as you say that you are considering buying Maxam *the assembler, I think it may be a good idea to get yourself a ROM box. It'll set you back around £25 or so.*



● You can't plug those ROMs directly into your computer – you need a ROM box

B-drive bonus

Here is something that may be of interest to readers of your great mag. If you have *ROMDOS* (NOT *RAMDOS* and *Advanced Art Studio* you may have noticed that the program is unable to load files from the external B-drive when formatted greater than 178K. This is due to the fact that *Art Studio* initializes only ROM 7, which is the internal Disk ROM. This modification to the disk will allow *Advanced Art Studio* to operate with a large format B drive.

1 Load in a Disc-Mapping utility such as that supplied with the *Oddjob* set of programs.

2 You should find the file **STUDIO.BIN** with its Track/Sector positioning on the disk.

3 With this info... load in a sector editing program e.g. *Oddjob* again, and go to the track specified and the SECOND sector whatever that may be (eg Tr.8 Sct C7).

4 The fifth byte of that Sector should be CE. Change this byte to be a CB, and then save the Sector.

The Disk is now OK to run with *ROMDOS*. Points to note are that the *only* ROM switched on must be *ROMDOS*. Using **|ROMOFF** or the internal to RODOS ROM commands (**|ZAP** or **|ROMS**) cannot be used, they must either be turned off on the board or unplugged entirely.



● It's not possible to load *Art Studio* from your large capacity B drive – until now, that is!



When using the file commands of *Advanced Art Studio* the **Bytes Free** of Drive B will be incorrect. This has no bearing on how this configuration works and files can be loaded as normal.

Because *ROMDOS* can have 256 files and the internal buffer for the filing system of *AAS* can only contain 54, it is suggested that you limit your files to this amount, not forgetting that Drive A also eats up this buffer.

This may seem a bit long-winded, but the effort is definitely worth it, and saves a hell of a lot of disks!

If anyone doesn't have the facilities available to do this then you can print my name and say that I will do the mod if they send me an SAE, a copy of **STUDIO.BIN** on Disk and one 20p piece to cover costs.

Chris Davies
13A Hythehill
Lossiemouth
Elgin
Morayshire
IV31 6RF

Well done Chris! A clever solution to a problem that many users will have found annoying. Here you are, have 25 quid. No, go on, take it. You deserve it...

Cat and mouse

In *Reaction AA65*, Mr Colin Rimington of Birmingham asked for help in printing a disk CAT. Well, as one crinkle to another, hėre's a program that will do the job.

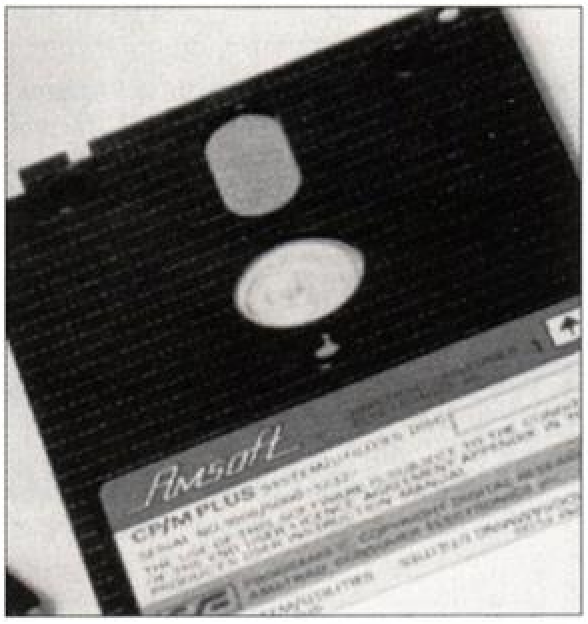
Also the lovely Alex in 'Disk Drama' page 29, same issue, could have mentioned '<filename>.bak'. It happens to us all...

```
5 REM Proggy to print disc-CAT from screen to
    printer. Written by George Ho-Yow, 19th
    January 1990.
10 MODE 2:nool=21:scrwid=78: DIM a$(nool) '
    nool=no of      lines, Scrwid=screen
    width.
20 LOCATE 1,1:CAT ' start cat screen-write at
    known location.
30 FOR y=2 TO nool ' no of lines for cat
    listing.
40 a$(y)="" ' make sure a$(y) does not have
    any rubbish to start with.
50 FOR x=1 TO scrwid ' screen width.
60 CURSOR 1 'turn cursor on.
70 LOCATE x,y: a$(y)=a$(y)+COPYCHR$(#0)
    'build the line in         array element.
80 NEXT x
90 NEXT y
100 PRINT: PRINT: INPUT "Hit <return-key> to
    start printing  ....", in$:
110 FOR q=1 TO nool: PRINT #8,a$(q): NEXT.
120 REM you can develop this proggy to CAT
    all your discs to an array and then to a
    disc-file, and even add a comment against
    each program name on a given disc.
```

George Ho-Yow
Middlesex

Thanks for that handy listing, George. Oh, and Alex van Damm has been flogged to within an inch of her life for missing that point you mentioned.

In case you're interested, I think George was referring to the way back-ups are created by the operating system. When you save a file of the same name, a back-up file is created. This back-up holds the old version of the file. If you subsequently get into difficulties, say you erased the program you were working on, you can then load the backup, with the **.BAK** *extension, and have the version before you goofed.*



● It can be hard to remember exactly what's on your disks. With George Ho-Yow's program you can print out directories.

Spelling it out

The following is a useful two-liner fo *Prospell* and *Protext*. One thing that *Prospe* has not got is the ability to look-up singl words within *Protext*, but the followin changes this:

```
KEY 1,CHR$(11)+CHR$(246)+CHR$(233)+CHR$(247
+"."+CHR$(233) +CHR$(252)+"spellb"+CHR(13)
KEY 2,CHR$(252)+CHR$(0)+"["+CHR(11)+CHR$(24
)+CHR$(127)
```

To spell check a single word, press F with the cursor within the word, but NOT o the first character.

Key 1 – goes to the start of the word an places a marker, then it goes to the end c the word and places another marker an then a full stop. The full stop ensure *Prospell* only checks one word. Tr spell-checking a single word without th full stop – it will check more until it reache one.

After *Prospell* has checked the word press F2 within command mode.

Key 2 – removes the markers and the fu stop and leaves the word as it was before.

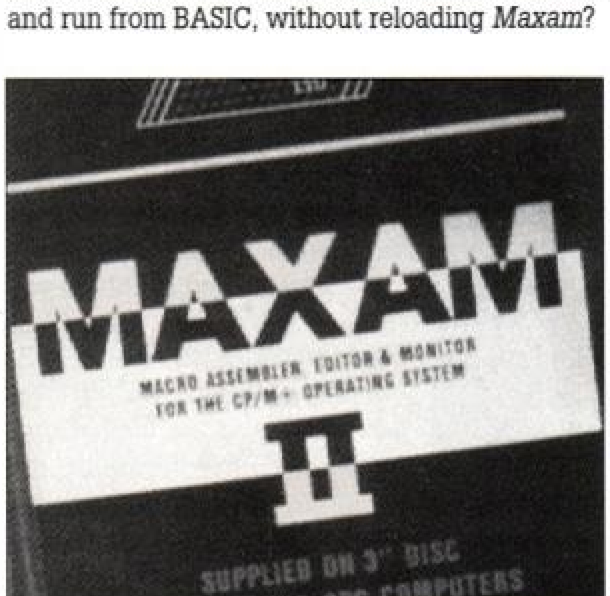
Stewart Hecto
N. Devo

Cheers Stew. It's a handy tip for bad speller everywhere...

Assembly time

I am a keen owner of a CPC 6128 and this is my second attempt in writing to you concerning a few queries that I have:

1 Being a keen programmer in BASIC, I have turned my attention to machine code, and have bought the *Maxam* assembler on disk. How do you save the assembled code (which I think should be as a **.BIN** file), so that it can be loaded and run from BASIC, without reloading *Maxam*?



● Maxam is a fine assembler, but once you've developed your code, how do you run it as an independant file?

2 While on the subject of machine code, why don't you run a series on machine code for total beginners, such as me? This is one area you haven't covered much in *AA* recently.

3 Could you please recommend a book, and a computer package on the computer language Pascal. I am taking an A-level course in computing next year, and the course involves a lot of programming with Pascal.

4 I would like to add my voice to that of Neil Quinney (*Forum, AA.62*), in the suggestion of *AA Type-Ins* book. This would be an excellent idea – keen programmers like myself, who only have recent issues of *AA*, would welcome a book like this. I would most certainly buy a copy!

I would be grateful if you could answer these few questions for me.

Steven Muddell
East Sussex

Righty ho, Steven...

1 Not having used the Maxam *assembler to any great degree, I'm not exactly sure how to do it, but I susppect it's rather like this:*

You'll need to create a BASIC loader program which loads the code into the right address and executes it:

```
10 MEMORY &7FFF
20 LOAD "CODE.BIN",&8000
30 CALL &8000
```

In the event that I'm completely wrong, call Arnor's helpline (it was busy when I called to check). The number is 0733 68909.

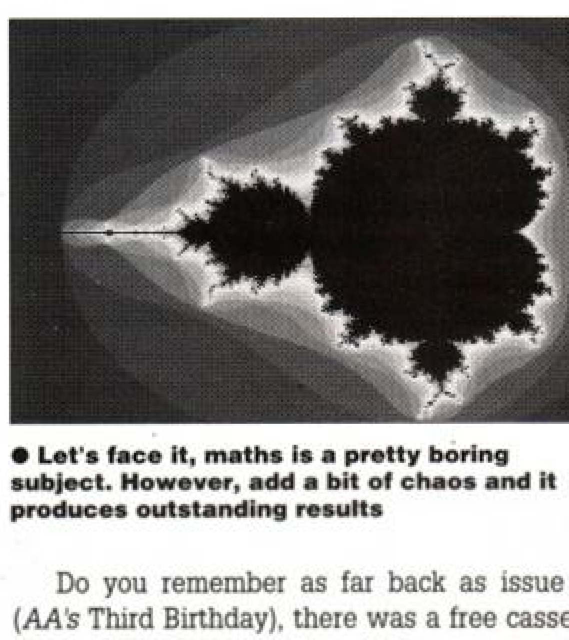
2 We'll think about it.

3 Wacci, the Amstrad User Group and Pu Domain Library, has Pascal on one of its CP disks, and what's more, it's free! Contact Wa on 081 898 1090.

4 I have had a few letters echoing Ne request, but still am not convinced. I imag that there's a minority interest in such a to and the economics of such a small num wouldn't warrant the cost, time and effort t goes into producing a book.

Mandelbrot... What?

I would like to start by asking what the hec a 'Manelbrot'. I typed in *3D Mandel Generator* in issue 60, but all it did was draw silly picture, Please explain.



● Let's face it, maths is a pretty boring subject. However, add a bit of chaos and it produces outstanding results

Do you remember as far back as issue (*AA's* Third Birthday), there was a free casse fastened to the cover. One of the programs w an assembler written by Desmond Daly. N

my problem is how do you use it? I load it, select option 1, type 40000, but it does it by itself, how can I type in code? I have purchased *Mastering Machine Code on Your Amstrad 464/664/6128* by Clive Gifford & Scott Vincent, and would like to be able to use the free assembler to type in the programs from the book.

I have a few more problems and queries that I would like you to sort out. Firstly can I use *Protext* on a 464 with disk drive, or do I need a RAM pack, and if I buy a RAM pack, do you get CP/M+ with it, if not does CP/M+ work with it.

What is a *Firmware Guide*, and how much are they? (I have a *DDI-1 Firmware Book Soft 158A*. Is this the same thing?)

Also which PD library can you get *Newsweep* from?

Daniel Robinson
Cumbria

A Mandelbrot, or The Mandelbrot Set to give it its full title, is a mathematical model that graphically demonstrates the fundamental nature of the laws of chaos. You really should watch more programs like Channel Four's Equinox. They're well into that sort of thing.

That covertape was before my time, I'm afraid, Dan.

Protext will operate quite happily on a 464 with disk drive – no memory expansion is required.

You won't get CP/M+ with a memory expansion, but I see no reason why CP/M+ shouldn't work with such a device.

The Firmware Guide *is a now extinct volume that details the internal workings of the machine. It contains invaluable information to the serious programmer. What you have is the equivalent of the* Firmware Guide, *but for the disk operating system. It tells you all you need to know about the disk drive, which may, or may not be useful to you.*

Wacci can supply Newsweep. *Call 081 898 1090.*

Memory full

I'm a relative newcomer, having bought a CPC 6128 last Christmas for my five and seven-year-old children. I rarely get the chance to use the machine, though I understand the basics. I haven't got enough hours to get the most from the manual supplied so I use *AA*, a very helpful publication. Could you sort out a few problems I have encountered?

1 Sometimes when loading a tape the machine throws out the error message Memory Full. This has happened on *Thomas The Tank Engine* and the October coverage. Does the machine need servicing?

2 The October covertape has been loaded to disk but I can't find a command to make it run and none is published in the magazine.

3 Has *AA* reviewed any cricket games? I would like to buy one, preferably on disk, but would want one that you recommend to be playable by myself and my 7 year old son. I am considering *Graham Gooch Test Cricket* and *Cricket Master*.

S Hirst
Sheffield

There's nothing I'd like better than to try and help...

1 Trying to load a program after the machine has processed certain instructions will sometimes result in a Memory Full error to be thrown at you. The computer has a 'pointer' indicating where it's safe to store machine code; the lower the pointer, the less room there is for BASIC. If this is made too low by one program, there may not be room to load others. Switching the machine off and on again will sort it out as it resets this pointer.

2 The programs can be loaded by typing RUN"TAUCETI" and RUN"IRONMAN".

3 We rated Graham Gooch test cricket at 70% in issue 11, but that was over four years ago...

Dump the Citizen

Could you or any of the readers write a colour screen dump for a Citizen Swift 9? All I know is that the Swift 9 supports software commands used by the Epson EX and Epson JX printers, and the IBM colour printer. The command used to select the ribbon colour is as follows:

ASCII	**ESC r n**
BASIC	**CHR$(27)"r"CHR$(n)**
HEX	**1B 72 n**

The value of n is the colour to be printed: n – colour, o – Black, 1 – magenta (red), 2 – Cyan (blue), 3 – violet (purple), 4 – yellow, 5 – orange, 6 – green.

I am sure that if such a program was written and printed in you truly wonderful mag (grovel, grovel) that many readers would benefit from it, as the Citizen Swift 9 is a popular printer judging from the response to my *Helpline* entry a couple of months back.

Henry Williams
Cheltenham

Sounds like a challenge to me, Henry. Should anyone come up with such a listing, appropriate recompense will be made available...

Monitor for Amiga

Can you help me? I own a CPC 6128 with colour monitor. I am thinking of buying an Amiga but I don't really want to buy another monitor for it. I don't want to get rid of my Amstrad as I find it easy to use and some of the games I have are very good. Is it possible to buy a cable or interface to plug the Amiga into the Amstrad's monitor?

Secondly, can a program that has been transferred onto disk by the CPC version of the Multiface II then be run on the Plus computers with its own version plugged in?

Thirdly, do you know the maximum amount of memory the CPC 6128 can handle without having to take the computer to bits to insert a chip?

Last of all, what do you think of the Star LC200 colour printer? Is it good value and is there another printer on the market for round about the same price and if so is it any good?



● **If you *must* buy an Amiga, rest assured that you'll be able to link it to your CPC's monitor with the appropriate lead.**

I hope you can help me.

Duncan Styles
Kent

You'll find that Lightwave can supply a suitable cable for you. Give 'em a ring on 051 639 5050.

You won't get a program grabbed with one Multiface to work with a different Multiface. Each Multiface has a serial number built in, and this is checked when loading 'grabbed' programs. If the numbers don't match, then the game won't load. This is a device was built in to help combat piracy.

With clever use of bank switching, you could theoretically expand your machine as high as the sky. The biggest that we know of is the 256K memory expansion available from Datel Electronics, tel 0782 744707.

The Star LC200 is a damned fine colour printer.

Career opportunities

I am wondering if you could be kind enough to answer a few questions I have. I own an Amstrad CPC 464 and would like to know how to go about programming games of my own, I just don't know where to start, I am also worried about the new Amstrad CPC 464 Plus. If I learnt programming would I be able to do the same things on the old Amstrad as on the new Plus? If I became good at programming, what directions for a possible career could I take?

Darren Curtis
Portsmouth

Probably the best way to learn to write your own games is to examine sections like Type-Ins, and try altering lines in the listings to see what effect it has. Experimentation is the way forward.

Your Plus fears are unfounded. as far as writing games is concerned. The only difference comes about when you plug a games cartridge in.

As for your career options, there are many different fields in which computer knowledge is a valuable asset. Becoming a games programmer can be tough, though, because – not surprisingly – there are plenty of others with the same ambition!

So unless you're very dedicated (and very good), you may find a less dramatic career to be more up your street.

Ask Alex

Hi! And welcome to the column where problems, puzzles, and posers run away screaming! That's right. If you're a beginner to all this computing business and you're absolutely stuck, then I'll do what I can to help.

Mind you, I wish someone had given *me* some advice, especially concerning winter breaks! I'm just recovering from the aftermath of my skiing holiday in Bulgaria! I went over there with a couple friends. The skiing was good, but the food was terrible! One of them wound up with food poisoning – it really was that bad!

Anyway, I'm glad to be back on these shores, and what a lot of mail was waiting when I arrived home! I've read through every single letter that I've been sent, and have answered as many as I could too!

That brings me to another thing. A lot of the mail I received hasn't really been anything I could help with. I'm unable to give hints on finishing games, or answer those really technical questions - those should be addressed to *Forum* or *Cheat Mode* instead! I can help with beginners' problems only!

And another thing! DON'T enclose SAEs with your letters! I'm a busy girl (I have all my college work to do, you know), and cannot respond personally to your letters. I will try to answer as many of your queries as I can in the permitted space.

This month we have yet more tape troubles, a couple of printer problems, and find out just why the CPC has only one joystick port...

Catch you again next time round!

Alex



RAM and ROM

"What do ROMDOS, RAMDOS and ROMboxes do? What is ROM software? What does the 'K' in 64K stand for? What would be the best book for learning BASIC and where would I get it from?" So asks Andrew Wynn from Essex. Inquisitive little fellow, aren't you Andy? Well, I think I should be able to tell you what's what...

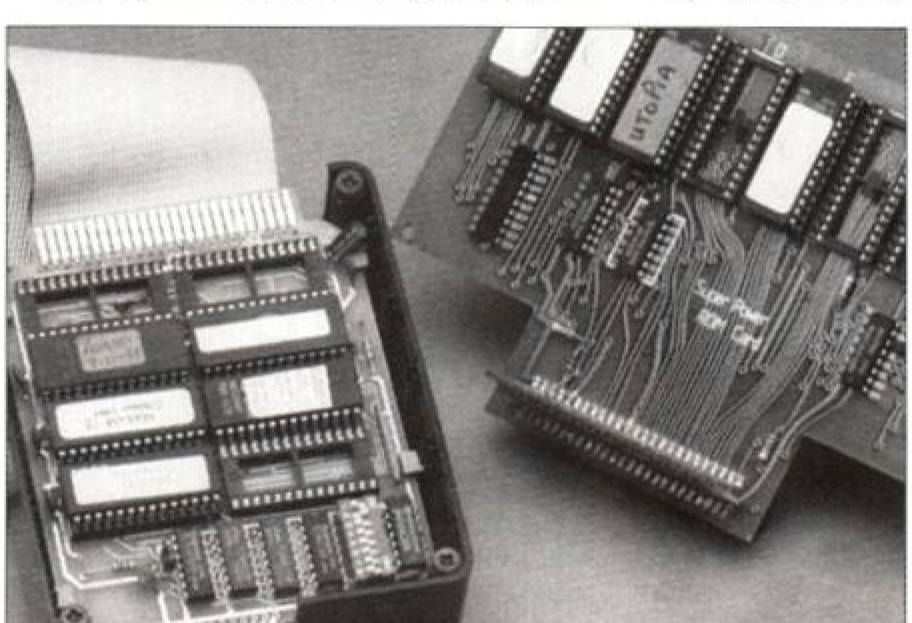
ROMDOS and RAMDOS are different versions of the same thing. They are replacement Disk Operating Systems. A Disk Operating System (DOS for short) is a program that controls all operations of the computer's disk drive. The 6128 has one built in, while on the 464 it resides in the interface that sits between the computer and the optional disk drive.

So why would anyone require another disk operating system? After all, the built-in one should be perfectly adequate, shouldn't it?

Yes! For most people's purposes anyway. Problems occur when you have a bigger capacity disk drive than the ones available from Amstrad. Many drives are available that have a possible storage capacity many times greater than the 3-inch disks. Normal Amstrad disks have 178K of storage space, while some drives have something approaching 800K available.

But the standard DOS only expects the smaller disks to be used. It was never designed to work with anything larger than the 178K format, so anyone who should purchase one of these high capacity second disk drives would lose out on a large section of potential disk space.

So new Disk Operating Systems were developed in order to cater for these bigger drives. And that's exactly what RAMDOS and ROMDOS are. The difference between the two is that one comes on ROM, and so acts almost without you noticing it, and the other has to load into memory from disk, which must be done before it can be used.



● A ROM box is required to plug ROMs into. Most allow you to plug six to eight ROMs, which can be accessed instantly with simple commands typed into the computer.

Which brings us rather neatly onto what on earth ROMs and ROMboxes are. A ROM is a memory chip that keeps the information programmed into it – even when the power is switched off! These have the advantage of accessing the programs instantaneously. There's no waiting for it be be loaded from tape or disk. A simple instruction typed into the computer will 'load' that program in an instant. There are other advantages, too. Because the program comes on its own memory chip, it doesn't take up large amounts of the compu memory. So you have more room to work wi

The only problem is, there's nowhere to the ROM in! The Amstrad has no facility to these ROMs in directly. Instead an inter needs to be used. And that's exactly wh ROMbox does – it connects to the expan socket in the back of your machine, and h number of sockets to plug the ROMs There's usually space for six or eight ROM there's plenty of room for all the programs might want to buy!

'K' is the shortened term for *Kilobyte.* computer's memory consists of a numbe locations, each of which can store a single r ber. (That's what the computer works numbers, which are translated into the text graphics you see on screen.) These location called *Bytes*. A *Kilobyte* is 1,024 bytes grou together. (You may expect 1,000 to be the r logical number, but computers don't work that. Anyway, without getting technical an of my depth, that's how it is.)

Many computer-related things are meas in Kilobytes. The capacity of a disk, for insta A 178K disk has 178 Kilobytes, or 182,272 B of storage space.

What's the best book for learning Basic eh? Well, it's been a long time since any thing was published! You may find somet suitable in your local computer store or bookshop. Try giving **Computer Manuals** a on **021 706 6000**. They may be able to help.

But help is at hand – through this very p From the next issue, Rod's letting me hav very own section for teaching BASIC for b ners (we haven't decided what to call it Look out for it next month!

RUN AWAY

"My son is a new user of a CPC6128 cannot work out how to load from the c sette." Says Antony Broomfield, "We load games from the tape, but do not kn what to do next to run them..."

When you load a game, or any other gram for that matter, the computer cop the information on the tape into its memo

Typing **LOAD"** does just that. Howe as soon as the program has loaded the c puter returns straight back to comm mode, and waits for you to type someth in. Typing **RUN** would then normally s the program (unless it's a protected gram, in which case you cannot loaded this way at all).

A far better way is to use **RUN"** inste This has the effect of LOADing and RUNn the program with a single command. commercial tapes should be loaded in way. A short-cut way of getting **RUN"** i hold down the CTRL key and tap the s ENTER key near the keypad. Hey Pre The word appears as if by magic!

Disk drive users should note that to from tape they first need to put the mac into tape-loading mode. This is done the **|TAPE** command. (That funny | cha ter is obtained by holding SHIFT pressing the @ key.)

JOYSTICK JINX



● Why do some games offer a two player joystick mode when there's only one socket to plug it into?

"Why has the Amstrad CPC only got one joystick port?" is the question on Darren Gregory's mind.

It is a little strange, isn't it? Many games have a two-player option, allowing both joysticks to be used. But with only one socket, how can this be? The fact is that wiring exists inside the machine for two joysticks, but is terminated with the single joystick socket. A standard joystick will work perfectly as joystick number one, but for it to operate as joystick two, it would need to be re-wired.

The reason for this is that Amstrad sold a pair of 'official' joysticks at the time of the machines' launch. One had a socket to plug the other one into. Of course these joysticks were complete rubbish, and everyone wanted to buy 'real' joysticks instead!

The other way to get two joysticks in your machine is to buy a joystick splitter. This plugs into the port, and has two sockets coming out of it. Enabling you to play with both sticks. Hurrah!

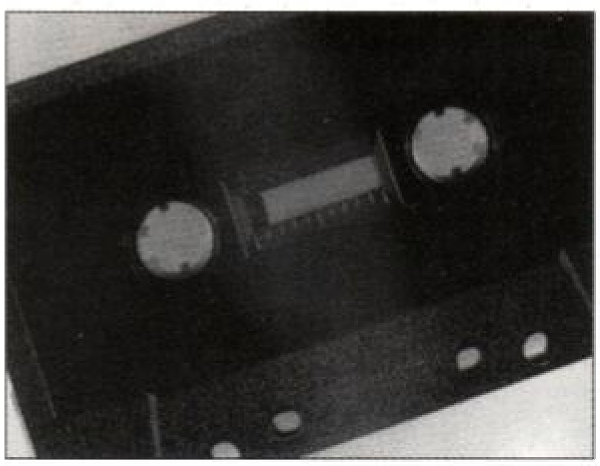
You should be able to get hold of a joystick splitter from any good mail order supplier.

LOADS OF LOADING

W.I. Neill, who bought her (or his!) first full-priced game recently was disappointed. It wasn't necessarily anything to do with the game itself (though I think the game *is* rubbish!), but more the way the game loads.

"The game played for a couple of minutes, and if you fail to reach Level Two, the game tells you to re-wind and reload. With none of our family able get this far the Staying Power is zero! Is the game correctly programmed?"

'Fraid so, W.I.! The game in question is what's known as a multi-loader. When a game is to big to fit into the computer at once, a common technique is to split the game into sections, which are loaded as they're needed. The disadvantage is the annoying length of time that it takes to get to load the sections – especially when you have to keep winding the tape back to the start every time. However, this way you get more game for your money...



● Multi-load games mean that you get more for your money, but is the hassle of waiting for the game to load worthwhile...?

STUCK ON THE BASICS?

Queries? Questions? Conundrums? Why not **Ask Alex**? She'll do her best to help you out. Write to her at: **Ask Alex, Amstrad Action, Future Publishing, Beauford Court, 30 Monmouth Street, Bath BA1 2BW.**

PRINTER PROBLEMS!

A couple of readers have some printer queries. Miss A Howlett from Leeds wants to know what type of printer to buy, and what kind sort of leads she'll need.

The good news is that you can attach any standard printer to your computer. Just make sure that it has a Centronics interface, which they virtually all do anyway. And yes, you will need to get yourself a lead. The type you need is an Amsoft PL-1 or equivalent. See last month's feature on word-processing, which has a page devoted to printers.

Meanwhile, Mathew White wonders whether he can buy a coloured ribbon for his Seikosha printer, enabling colour printouts to be achieved.

Sorry Matt, but the answer has to be no. Colour printers work by having a four-coloured ribbon, with the colours arranged in strips along the length of the ribbon.

The printer has an in-built mechanism whereby the different parts of the ribbon can be struck by the print head. By alternating the ratios of the inks, a wide range of colours can be obtained.

So the answer is, you do need a special colour printer, and not just colour ribbon, I'm afraid.



● You need to buy a colour printer in order to use colour ribbons. Buying a colour ribbon for your standard dot-matrix printer simply will not work! Oh, and make sure that you have the proper lead!

POWERDRIFT
CASS £3.99
DISC £5.99

TUSKER
CASS £3.99
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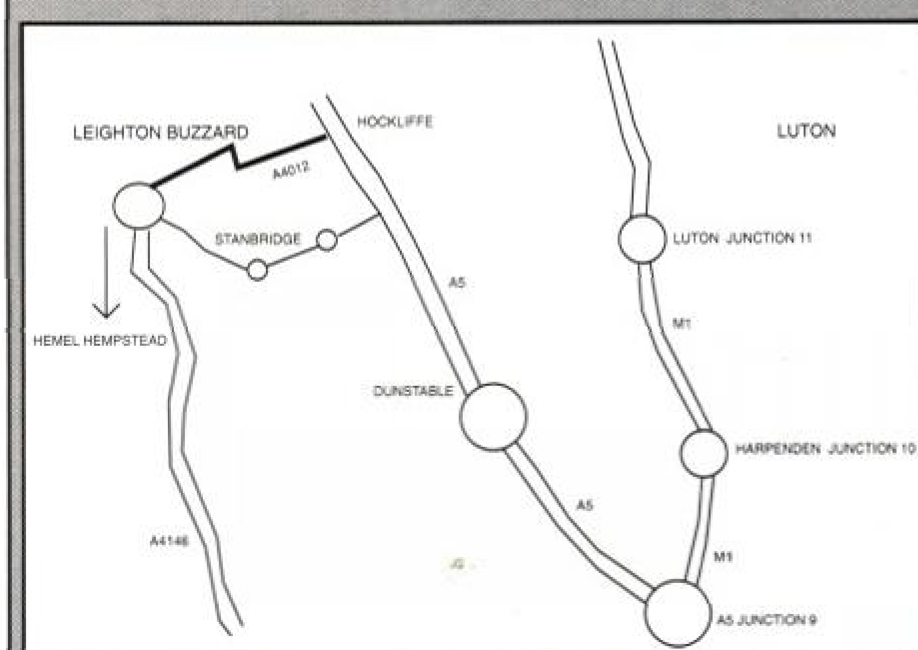
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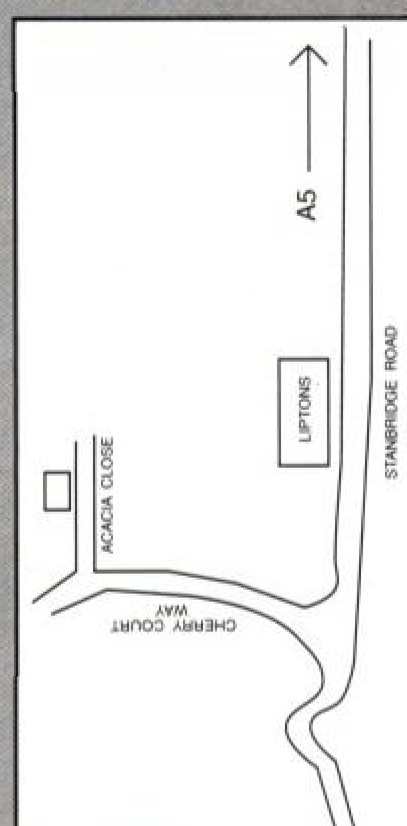
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Maps showing direct routes from the motorway and A5

The big problem with BASIC is that it can be so blinkin' slow! Could Power Basic give your programs the boost they need? AA finds out...

Power Basic

£29.95 disk (Overseas orders add £2 p&p)
● SPM SOFTWARE ● 32a Albert Street, Seaham, County Durham SR7 7LJ

BASIC was only ever intended as a beginners' language anyway. It stands for Beginners' All-purpose Symbolic Instruction Code, and is designed to be relatively straightforward for the newcomer to computing to use. But as practically everyone learns to program in BASIC, it has become the standard for home computers.

The price paid for BASIC's flexibility is a dramatic reduction in speed when compared to more structured languages. One of the main reasons is that BASIC is an 'interpreted', rather than a 'compiled', language. Interpreted languages have to translate the program into machine code (which is all the computer understands) as they go along, whereas compiled languages convert the program all in one go, before it is run.

Power Basic is a compiler that will translate normal BASIC programs into machine code before they are run. Programs are developed in BASIC as normal, and then, when you're happy with the program, it's run through the compiler and converted into a much faster version. The compilation process is fairly fast, and easy to use. You simply run the compiler, bung in your work disk, tap in the filename you wish to convert, and leave the computer to it. If there are any problems, a results file is created which can be examined and errors pinpointed. Assuming there are no problems, a machine code file is produced. To use it, a small (provided) BASIC loader has to be run, which clears memory space and loads the binary file.

Power Basic only works on 6128 machines as it needs the extra memory and a disk drive in order to function. The code it creates will run on any of the computers in Amstrad's CPC/Plus range.

The amount that any program is speeded up depends very much on the type of operations being processed. Programs that make heavy use of screen access show little increase, while number crunching operations are handled rather more quickly.

It's unlikely that you'd be able to take any old BASIC program that you've written previously and compile it without a certain amount of re-working. *Power Basic* works only on a subset of commands – a large subset, but still, it doesn't cover all the instructions available. In addition, the syntax of those instructions it does permit is often restricted.

Floating point numbers are not supported. Integer numbers can be in the range -32768 to +32767, and the majority of mathematical functions are not available. Arrays can be one or two-dimensional. This severely reduces the suitability of *Power Basic* for compiling a large category of programs!

Power Basic does have its limitations. It doesn't by any means have the same flexibility as BASIC. It's not noticeably faster when producing screen output, an area which virtually all programs rely on in some form. However, in certain areas *Power Basic* is very quick indeed. By allowing the user to link machine code and RSXs, faster sprite routines can be added for instance. It's also compatible with packages such as *Sprites Alive*, speeding up the BASIC parts of the program. Whether *Power Basic* i[s a] worthwhile purchase depends very much on [the] kind of program you're writing.

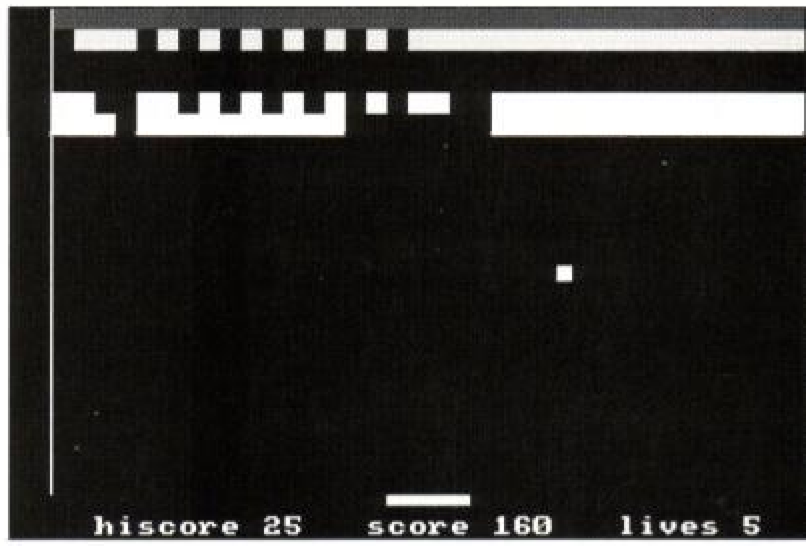
Adam War[...]

GOOD NEWS

- Certain operations are carried out much more quickly.
- Easy to use – compiling BASIC pro grams is a doodle.
- Flexible. Machine code and RSXs can be incorporated.

BAD NEWS

- Little improvement in the speed of screen access operations.
- Integer only – floating point numbers not allowed.
- Limited subset means that you'll have to re-work many programs.



● The game may be dull, but it sure is fast! Several demons[...] tration programs accompany the *Power Basic* package, and by running the Compiled and Uncompiled versions against one another, you can see just what improvements have been made



● A four-pass compiler quickly turns sluggish BASIC listings into speedy machine code. But just how fast *are* the compiled programs...?

TESTING, TESTING...

To test the effects of *Power Basic* we cre[...]ated a couple of small BASIC listings, an[d] timed the compiled and uncompiled version[s] against each other.

The first repeats some simple calculations [a] large number of times. Here *Power Bas[ic]* shows up impressively:

```
10 FOR n%=1 TO 10000
20 y%=n%*3
30 x%=-n%/11
40 NEXT n%
```

BASIC:	**55 seconds**
Power Basic:	**8 seconds**
Speed increase:	**587%**

For the second example, the program contin[...]uously updates a number on screen. Whe[n] printing, *Power Basic* is much less impre[s]sive, only managing a relatively min[or] increase over 10,000 operations.

```
10 FOR n%=1 TO 10000
20 LOCATE 10,10
30 PRINT n%
40 NEXT n%
```

BASIC:	**249 seconds**
Power Basic:	**216 seconds**
Speed increase:	**15%**

F ***un School 2*** **was the only educational package to storm the leisure software charts. Now Fun School 3 is here. FRANK O'CONNOR finds out whether *FS3* is th definitive early-learning package...**

FUN SCHOOL 3

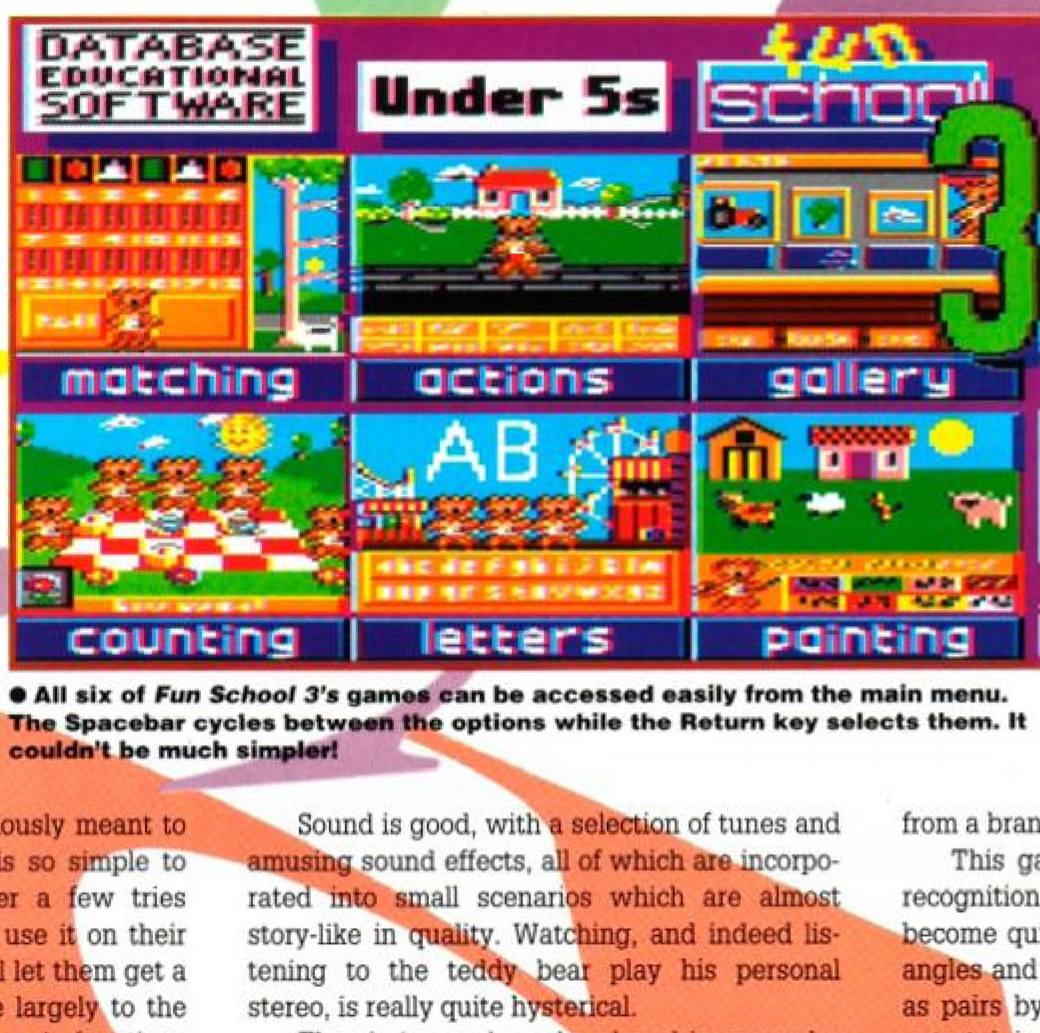
DATABASE SOFTWARE ■ £12.99 cass, £16.99 disk

F *un School 3* is an educational package that aims to teaching the basics of reading, counting and shape recognition to tots of varying ages.

There are three versions for three different age groups: the under-5s, 5-7s and over-7s. The package we're looking at is for the under-5s.

Gaining a child's full attention is half the battle in education, and Database has gone to great lengths to justify the *fun* in the title – clearly, a great deal of effort has gone into design and presentation.

FS3 is split into six sections, each representted on the opening menu screen. You select the one you want with the spacebar and Return key. Each section is a simple game consisting of three or four levels of escalating difficulty. Each one features the same very cute and highly captivating teddy bear, the *Fun School* mascot. To be quite honest, even adults will find the teddy's antics most amusing. Colour has been used to great effect and, as we will discover, is very important to progress.



● All six of *Fun School 3's* games can be accessed easily from the main menu. The Spacebar cycles between the options while the Return key selects them. It couldn't be much simpler!

Adults and children are obviously meant to use the package together, but is so simple to use, and so intuitive, that after a few tries together, adults may be able to use it on their own (children too if the adult will let them get a look-in). This ease of use is due largely to the fact that virtually all of the program's functions and commands can be selected using only only two keys.

With much traditional educational software, children have been involved in the program only in the respect that they must supply a prescribed response to situations, with the participating adult entering the required answers. *Fun School 3* stands out in this respect in that the adult may simply describe to the child the necessary actions required to progress through the games.

Sound is good, with a selection of tunes and amusing sound effects, all of which are incorporated into small scenarios which are almost story-like in quality. Watching, and indeed listening to the teddy bear play his personal stereo, is really quite hysterical.

The six 'games' can be played in any order you like, and at a number of levels of difficulty. This allows you to concentrate on discovering and eliminating your child's strengths and weaknesses respectively. The system is a dream to operate on disk, but the multi-load cassette is straightforward enou anyway.

The packaging, instructions and overall p sentation of this package really is the best seen in a title of this type. Sitting down with impatient toddler and trying keep the child interested, often be a chore, *Fun Schoo* actually makes it a pleasure, both child and parent. A tr wonderful package.

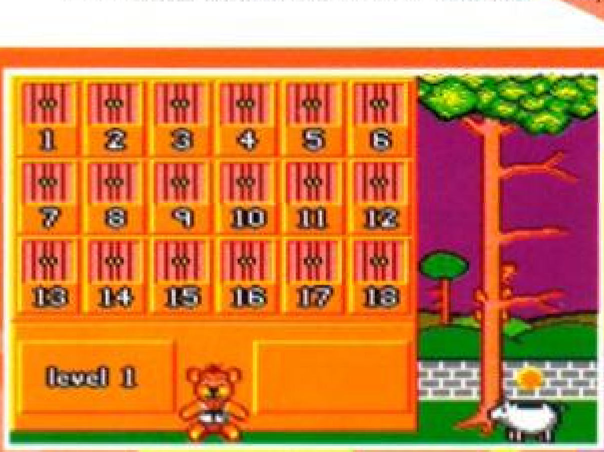
Matching

Teddy stands beneath a la board, upon which are vario shapes of assorted colours. Ea shape has a twin somewhe and so you first select the sha you wish to match, then mo the flashing box around board until you locate that tw Once identified, the two sha will vanish as a little door clo on them. As you identify m shapes, teddy's friend scales tree at the right hand side of screen, and – if the game is co pleted successfully – tips a c from a branch into the piggy bank below.

This game teaches both colour and sha recognition, and at higher levels can actu become quite tricky. Simple shapes, circles, angles and squares are used, and are identif as pairs by their colour. Very simple, but v entertaining.

Actions

The educational value of this game, while sl low, is still useful. It can be used to teach w



● **MATCHING: Match the shapes that appear behind the doors and a coin drops into your piggy bank.**



● **ACTIONS: This game lets the child match words printed on the screen with a given action – which teddy will then carry out!**



● **GALLERY: Can *you* match the words with the pictures? Simply position the right wor underneath each picture.**



● *Fun School 3* has many humorous touches is its graphics and animation. Teddy's hip, rad, supercool look as he listens to his personal hi-fi is just one of them.



● Get the answers right in *Counting* and your teddy gets to bounce up another step closer to his jar of honey. Each game contains some kind of incentive for correct answers.

small children the shape of words, for example.

The teddy can be made to perform a series of actions by choosing the corresponding icons at the foot of the screen. Choosing the icon named "listen" causes the bear to put on a pair of shades and start grooving to the muffled sound of his personal stereo! The other actions include skipping, hopping, dancing, playing a flute, and many more. This level actually has four levels, the level number simply increasing the range of actions available.

This, like most of the sub-games, is enormous fun, and can be used either totally supervised, or with limited involvement from the parent on a trial-and-error basis.

Gallery

Another word-shape game. This time the scenario is an art gallery full of pictures of typically childish subjects, i.e. a house, a teapot, a cloud, basically things that your child will know and recognise immediately.

The pictures hang in a line, with a space below each painting for a name. The name obviously corresponds with the subject of the painting, and can be selected, using the cursor keys from a list at the bottom of the screen. The name is chosen, and then dragged, again using the cursor keys, to the correct picture. If correct, a nice fanfare is sounded, if wrong, a "sad" noise is made.

This, in terms of control, is slightly more complex than the other games, but can be either controlled by the parent, or used as an exercise in co-ordination for the child.

Counting

A rural scene is presented in this game, and is dominated by a large chessboard. Various objects appear in the scene, and it is the child's job to count them, and enter the number he/she thinks is correct.

The game is called Counting, but this is probably a little misleading, bearing in mind that word and shape recognition are also involved. It should also be remembered that all the way through this program your child will also be gaining a valuable foundation in computing and technology!

When the child counts the number correctly, the scene cuts to another, this time it is teddy somersaulting up a staircase in order to reach his reward, a big pot of honey.

Letters

A very simple idea this – the child must simply identify the letters displayed. Choosing from a horizontally-displayed alphabet, the child just matches the highlighted letter, and hey-presto, the game continues.

This game is very long, and is perhaps one of the least interesting in the package – a shame, really, as it is potentially the most directly educational.

When higher levels are selected, the game becomes more complex, with the choice of letters extending to upper and lower case, and more correct choices are required to complete the game.

Painting

This isn't really packed full of educational value, it simply allows your children to express their artistic bents. The budding Picassos are given a rural scene to colour and are given the choice of how many cows, pigs, ducks etc they want to populate it.

A farmyard scene is soon created, and bearing in mind the aesthetic values of most toddlers, a Dali-esque monstrosity could soon be gracing the screen of your Amstrad. There are no right or wrong choices in this game. It is simply a chance for your child to influence the outcome of a developing scene, and claim it as their own when it is completed. The most enjoyable of all the games.

THE BEST YET?

Educational software once had a reputation for being dull, staid and unimaginative. All that changed, however, when a publisher by the name of Database Software decided that it simply didn't have to be that way. Indeed, there was no reason why school couldn't be *fun*...

The *Fun School* series started way back in 1987 with version 1, intended primarily as a trial release to test public response. Publisher Database was convinced that there was a market for genuinely attractive, interactive and *fun* software.

Well, the response even to this early and rather basic version was terrific and prompted the release of a full-blown product. *Fun School 2* was put together with the help of professional teachers and consisted of three packages – for the under-6s, 6-8s and over-8s.

Even Database was surprised by the software's success. Steady sales culminated in an unprecedented (for an educational package!) no. 1 slot in the December '89 software charts, followed by further months as one of the top-sellers. In total, 250,000 copies have so far been sold on all formats.

Fun School 3 is even better. Apart from much improved graphics, the software has been redesigned in accordance with the National Curriculum, and the age ranges have been modified. The three packages now cater for the under-5s, 5-7s and over-7s.

Users are buying not just one package but two or three as their child/children develop, and the interest in *FS3* from existing users alone is huge. This accounts for sales of some 45,000 copies of *Fun School 3* across all formats already, and that's before the release of the BBC and PC versions.

Can Database repeat the success of *FS2* with *FS3*? From the response so far, it might just happen...!





● COUNTING: Bright, colourful graphics help to make basic arithmetic fun for the most reluctant tot.



● LETTERS: Match the letter on the screen from one picked from the alphabet below and the teddy on the right sends the meter higher.



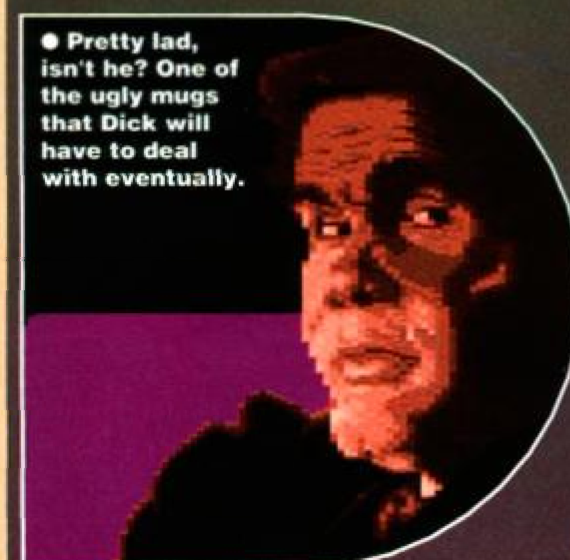
● PAINTING: Time to let your kids' artistic imaginations run riot – without having to hose down the kitchen afterwards!

On the Gr

Welcome to our games gossip section, the place where you find out what's coming up and what's going down... news, previews, charts, competitions and more! Essential reading for joystick jugglers everywhere...



● Strolling down the high street Dick bumps into some of New York's citizens. Wonder if they're friendly?



● Pretty lad, isn't he? One of the ugly mugs that Dick will have to deal with eventually.

Don your bright yellow raincoat! Strap on your two-way wrist radio! America's most famous detective will be bursting onto the screens of Plus and GX4000 owners shortly! It's all thanks to new software house Disney, set up to produce computer versions of the studio's films and characters.

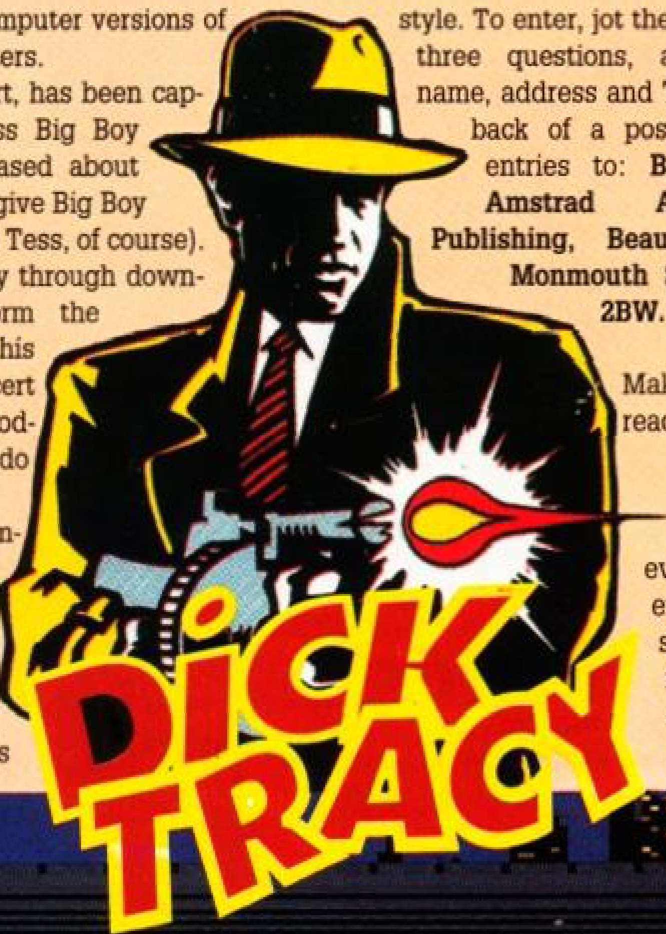
Dick's girl, Tess Trueheart, has been captured by evil gangland boss Big Boy Caprice. Dick's not too pleased about this, and so is on the way to give Big Boy a good kicking (and to rescue Tess, of course).

Dick has to make his way through downtown Manhattan to perform the rescue. He'll have to be on his guard, though – it's a dead cert that there'll be plenty of hoodlums out there waiting to do him over.

The film was out last summer, and starred Warren Beatty and Madonna. *AA* spies thought the movie was a bit duff (apart from the bits with Madonna in it!), but from the screen shots we've seen, hopefully the game will be better.

To celebrate the imminent release of the game, we have a competition especially for you. Ten lucky winners will each receive a *DT* T-shirt and mug – so you can drink your beverages in style. To enter, jot the answers to these three questions, along with your name, address and T-Shirt size on the back of a postcard. Send your entries to: **Big Dick Compo, Amstrad Action, Future Publishing, Beauford Court, 30 Monmouth Street, Bath BA1 2BW.**

No cheating! Make sure entries reach us by 31st March or else! Should we detect any evidence of multiple entries, we'll be sending Dick round to give you a darned good going over!



1. Who played the part of Dick Tracy in last year's movie? Was it...

(a) Madonna?

(b) Elvis Presley?

(c) Warren Beatty?

2. Dick has a rather neat wrist watch. What does it have that makes it so special? Is it...

(a) Rocket launcher with thermonuclear missiles?

(b) Analogue chronograph display?

(c) Two-way radio transmitter?

3. What colour is Dick's macintosh? Could it be...

(a) Camouflage green and khaki?

(b) Inconspicuous dark grey?

(c) Bright yellow that you can spot a mile off?





● Crime busting top cop Dick Tracy has one or two tricks up the sleves of his rather loud overcoat – namely his fists. However, weapons can be found to blow the baddies away with even more devestating efficiency. Rat-a-tat-tat!



● Crime never pays. Dick shoots one of those nasty bad guys with his revolver. Bang! Bang! You're dead!

apevine...

EXTERMINATOR

You've got to hand it to those Audiogenic peeps, they don't try to palm you off with any old rubbish. They're the last people you'd point the finger at. And when they do send some publicity gimmick through the post, it's always pretty 'armless...

Actually, what they sent us was a disembodied hand. Luckily it wasn't real, but made of rubber, and operated with a motor and two HP7 batteries. Still, Adam, amused himself for hours by frightening the receptionists with it...

There must be a reason for this, we thought. There was. It's to publicise *Exterminator*, a game converted from one of the strangest arcade machines ever! It puts you in the big rubber boots and overalls of a Rent-O-Kill man, and your job is to kill the bugs that infest a row of houses.



● Find those household bugs, reach out your gentle, guiding hand... and squash them into a squidgy mess. Yuk!

WELLTЯIS



● Welltris is like Tetris with knobs on. Instead of one wall to contend with, you've got four!

Greetingski Comrades (bit of Russian there)! Direct from the USSR comes a new puzzler guaranteed to warp your brains...

Welltris has been written by the author of *Tetris* – the famous Russian game that's had people beating their computers with frustration for the last couple of years.

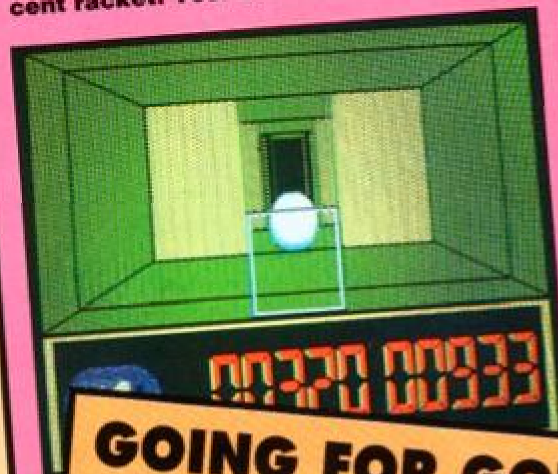
It's a similar theme. Geometric shapes drop down a wall, and need to be rotated and manipulated to create lines, which then disappear, scoring you points. The difference is that with this version there are in fact four of these walls. The walls make the sides of a well, and the shapes tumble downwards, sliding towards the centre when they reach the bottom. Sounds tricky!

THE LIGHT CORRIDOR

This sounds like a bit of a weird one, actually. Apparently, you're "lost in an endless corridor". (Oh) What's worse, "light will shine no more at the end of this tunnel". (Eek) "However he still has a little chance." (Ah) This chance comes in the form of your "translucent racket", which allows you to shoot a sphere "as far as possible". However, the sphere bounces off the walls of the winding corridor, and is invariably sent back to you. Well, yes, that's cleared that up then...

To be honest, we couldn't make head nor tail of the press release. We'll let you know when we get our hands on a copy...

● The Light Corridor has you whacking spheres down a tunnel with a translucent racket. Yes. Quite.



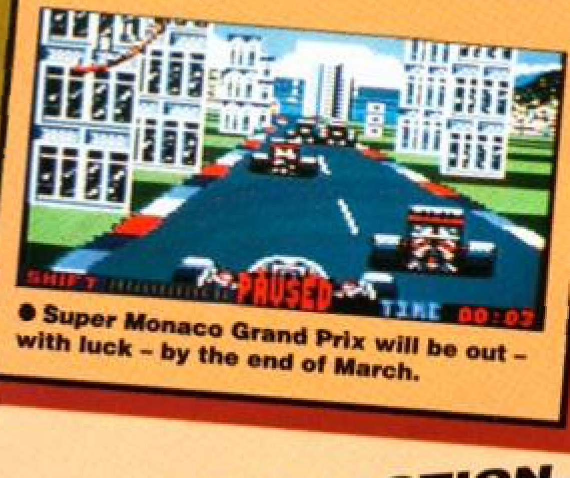
GOING FOR GOL[D]

US Gold is treating us to three new games hopefully ready for March.

● *Shadow Dancer* is a Ninja 'kick-em-in' – in fact it's Sega's follow up to *Shinobi*. As well as foot and fist, the game's hero can get his pet dog to bite the baddie's ankles.

● *Super Monaco GP* puts you in the hot seat of Formula One racing car in which you have to race around the world. Ah, that's not actually an around the world race, but a race around 16 tracks scattered across many different continents.

● *Gauntlet 3* is the third forthcoming game from the US Gold stable. The heroes have to fight their way through impossible (well, nearly, anyway) odds on the island of Capra. Apparently the Devil has turned all the inhabitants nasty, so it could be a bit dangerous.



● Super Monaco Grand Prix will be out – with luck – by the end of March.

3D CONSTRUCTION KIT



Build your own world with Domark/Incentive's 3D Construction Kit!

Is your bedroom a bit on the small side? Perhaps it could do with a bit of a redesign? How about a small extension for an Olympic swimming pool for instance, or a helicopter pad on the roof...?

Domark's3D Construction Kit (as developed by Incentive) allows you to construct your own 3D environments, which you can then walk around and explore – not that there'd be that much to explore, considering you invented the place in the first place...

The Kit is based on Incentive's Freescape system, used in games such as *Driller*, *Total Eclipse*, and *Castle Master*. Indeed, a game in a similar mould is included just to get you started.

As well as all that fun, Domark claims that it's suitable for educational uses, 3D modelling and Virtual Reality amongst other things. Hmmm, we'll stick with the games, thank you very much!

Getting kitted out with this piece of software will cost a bit more than usual. It'll be £24.99, regardless of whether it's on cassette or disk. Mind you, things could be worse – it'll set 16-bit owners back by 50 quid. (Ha! – gits)

CHARTS

This chart is compiled by Gallup Ltd.

FULL-PRICE

▲ NEW ENTRY ■ NO CHANGE △ GOING UP ▽ GOING DOWN

Pos	Title	Publisher	Comment	Review	Movement	Last
1	**Teenage Mutant Hero Turtles**	*Mirrorsoft*	Number one? Well, it had to be, didn't it? The game's not bad, either	AA65 76%	▲	–
2	**Dizzy Collection**	*Codemasters*	All the *Dizzy* games in one compilation? Great value, and great, great fun	N/A	▲	–
3	**Hollywood Collection**	*Ocean*	*Batman*, *Ghostbusters II*, *Robocop* and *Indiana Jones* – four great games	N/A	▲	–
4	**Midnight Resistance**	*Ocean*	Good, but not great. Nice big 'n' chunky sprites, but only four (drab) colours	AA64 77%	△	11
5	**Kick Off 2**	*Anco*	Excellent footie sim with the playability of *KO1* and graphics too!	AA63 86%	▽	3
6	**Iron Man**	*Virgin*	Tiny cars, ultra-high speeds and lotsa bumps	AA65 72%	▲	–
7	**Golden Axe**	*Virgin*	Competent scrolling megadeath blast. Colourful graphics, but chunky	AA66 75%	▲	–
8	**Lotus Turbo Challenge**	*Gremlin*	Car racing sim par excellence. Is there a better one? We think not	AA65 93%	▲	–
9	**Mini Office 2**	*Database*	A serious suite of programs in the charts? It's darned good value, mind	N/A	▲	–
10	**Strider 2**	*US Gold*	More colours than the original, but is that everything?	AA66 60%	▲	–
11	**Gremlins 2**	*Elite*	We haven't seen the game yet, but the film was great (if you like schmaltz)	N/A	▲	–
12	**Wheels of Fire**	*Domark*	Not a bad wad of games, and still going strong	AA63 84%	▽	10
13	**Megaplay 2**	*Virgin*	Christmas time is compilation time... and Easter too at this rate	N/A	▲	–
14	**Fun School 2**	*Database*	And it's *still* selling! *Fun School 3* is out now, folks	N/A	▲	–
15	**Badlands**	*Domark*	What are you lot playing at! Read the review in *AA65* if you want to know more	AA65 40%	▲	–
16	**Big Box**	*Beau Jolly*	Another compilation? No-one's writing new games any more!	N/A	▲	–
17	**Nightbreed Action**	*Ocean*	More blood 'n' guts – we love it!	N/A	▲	–
18	**Robocop**	*Ocean*	Good grief – people are still buying it! Mind you, it is rather good	N/A	▽	5
19	**TNT**	*Domark*	"Explosive action" indeed... Good, without being great	AA62 79%	▽	13
20	**Back to the Future 2**	*Mirrorsoft*	Down to no. 20? Ah, justice has been done	AA60 52%	▽	1

THE BUDGETS

Pos	Title	Publisher	Movement	Last
1	**Double Dragon**	*Mastertronic*	▲	–
2	**Operation Wolf**	*Hit Squad*	▽	2
3	**Quattro Adventure**	*Codemasters*	△	3
4	**Target Renegade**	*Hit Squad*	▲	–
5	**Return of the Jedi**	*Hit Squad*	▲	–
6	**Batman – Caped Crus.**	*Hit Squad*	▲	–
7	**Top Cat–Beverly Hills**	*Hitec*	▲	–
8	**The Games – Winter**	*Kixx*	▲	–
9	**WEC Le Mans**	*Hit Squad*	▲	–
10	**Quattro Arcade**	*Codemasters*	▽	7

WHAT'S HAPPENING!

Just about everything in the charts this month is a new entry!

Well, the reasons are probably quite simple. For a start, due to the Christmas break, there's been a longer than usual gap between the preparation of these charts and the last. Secondly, Christmas is a very active time, with lots of games being bought as pressies and lots being bought with pressie money.

Most expected 'surprise' of the month? *Ninja Turtles* at no. 1, of course!

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5

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COMPETITION

ROBOCOP 2 COMPO BONANZA!

Ocean's Robocop 2 scores a massive 94% on cartridge this issue, and to celebrate this feat, Ocean and AA are giving away a total of no fewer than 22 prizes!

Robocop 2 is possibly the best game we've yet seen on the console. The graphics are almost 16-bit in quality, while the gameplay is tough enough to tax even the best games-player. And with seven varied levels to complete you're guaranteed a lorra, lorra fun!

And not content with bringing us such an excellent game, Ocean is also putting up loadsa prizes for our special *Robocop 2* competition. With no fewer than 16 winners to be drawn from the entries, you've got a more than decent chance of coming away with a copy of *Robocop 2* on cartridge, a video of the original film and even a fabulous Panasonic CD ghettoblaster!

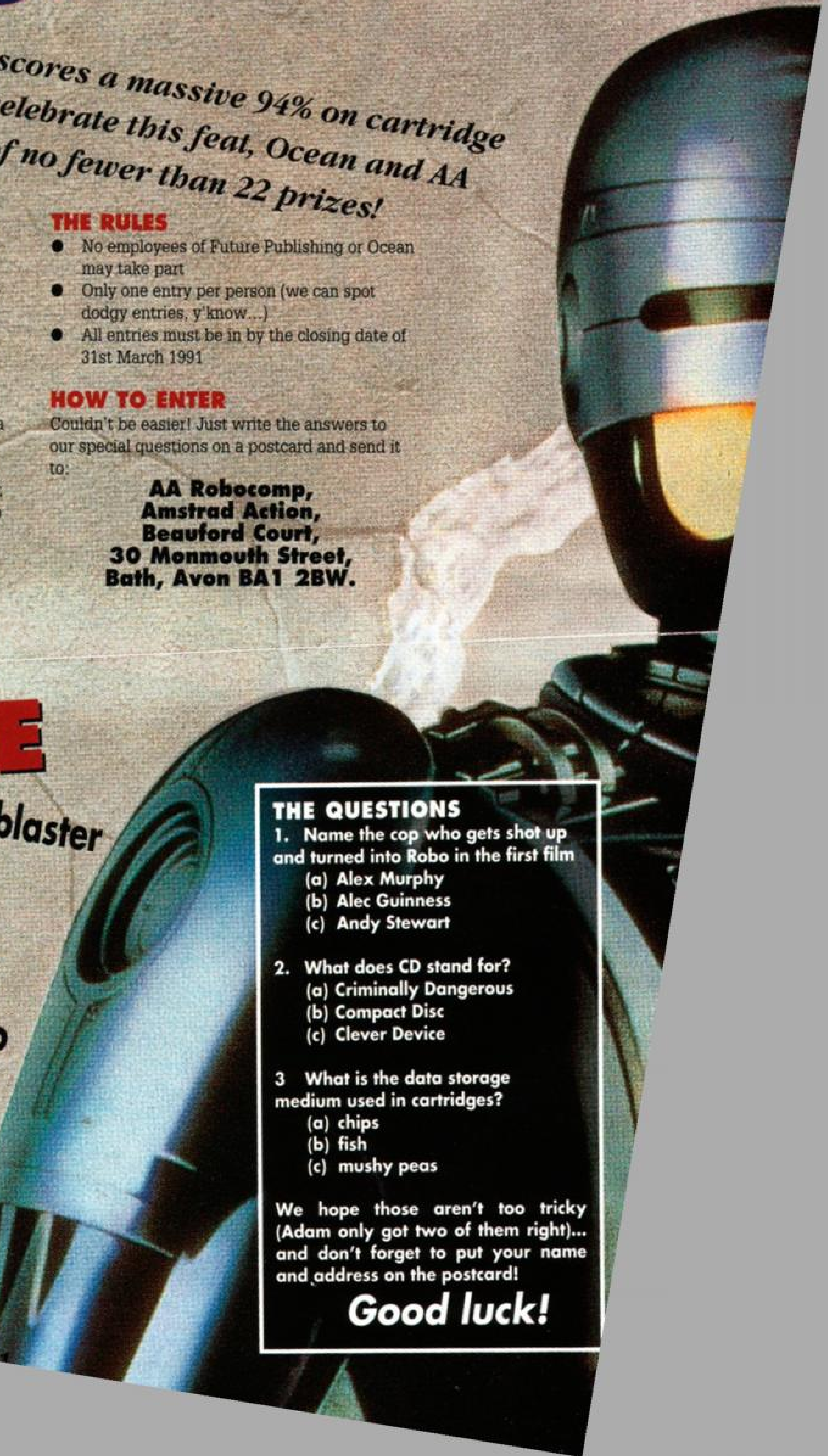
THE RULES

- No employees of Future Publishing or Ocean may take part
- Only one entry per person (we can spot dodgy entries, y'know...)
- All entries must be in by the closing date of 31st March 1991

HOW TO ENTER

Couldn't be easier! Just write the answers to our special questions on a postcard and send it to:

**AA Robocomp,
Amstrad Action,
Beauford Court,
30 Monmouth Street,
Bath, Avon BA1 2BW.**



FIRST PRIZE

- £200 Panasonic CD ghettoblaster
- Robocop 2 on cartridge

SECOND PRIZES (5)

- Robocop 1 (the film) on video
- Robocop 2 on cartridge

THIRD PRIZES (10)

- Robocop 2 on cartridge

THE QUESTIONS

1. Name the cop who gets shot up and turned into Robo in the first film
   (a) Alex Murphy
   (b) Alec Guinness
   (c) Andy Stewart

2. What does CD stand for?
   (a) Criminally Dangerous
   (b) Compact Disc
   (c) Clever Device

3 What is the data storage medium used in cartridges?
   (a) chips
   (b) fish
   (c) mushy peas

We hope those aren't too tricky (Adam only got two of them right)... and don't forget to put your name and address on the postcard!

Good luck!

ACTION TEST

Welcome to 16 pages crammed with the latest games...



● You thought history was dull? Then you should play Infogrames' ***North and South***, an action/strategy/wargaming epic that recreates the American Civil War. We liked it so much we gave it a Mastergame on page 46...



● Brilliant graphics set Infograme's ***Mystical*** apart from the rest, but does it have the gameplay? Find out on page 56...



● This one will take you an age – and that's just reading the manual! ***Narco Police*** looks deep, but is it? The answer's on page 62...



● We waited a long time to see ***Robocop 2***, but it was worth it. Ocean's storming console release had us bashing our joysticks with frustration but screaming for more. Possibly the best console game yet gets reviewed on page 44...



● The original scored a hit. This one has more colour and more weapons. Does that make it better? Turn to page 50 and find out...



● ***Supercars*** is like ***Super Sprint***, but with a difference – it's got gameplay! Some long, hard racing starts on page 40...

Beep, Beep!! Parp, Parp!! Brrmmm, Brrmmm!! If roaring around a crowded racetrack at 200mph is what tickles your fancy, then carry on reading...

Supercars from Gremlin is a new race game viewed, like Atari's *Supersprint*, from above. The difference between this and *Supersprint* is that *Supercars* scrolls, and in any direction you care to point your banger (f'nar, f'nar). The tracks are quite large, and the choice of nine is presented before you begin. This is not the only choice you are given, as a fairly comprehensive options screen is there for your use, and includes a garage in which you can purchase lots of goodies with which to upgrade your hunk of junk – and boy, does it need upgrading!

In the first couple of races, your car bumbles aimlessly around the track like somebody's granny going to collect her pension. As you progress through the "season", though, the going gets harder, the prize-money piles up, and your purchasing power grows greater...

Hazards encountered as you power down the tarmac include oil slicks, puddles, and – last, but not least – the other racers. These guys



● Powering round a bend, the Frankmobile has to make a snap decision. Will he crash into a bric wall, or will he risk tearing through a big puddle of snot? (Actually, he's as good as dead anyway with no fuel, bald tyres and badly dented bodywork.)

SUPERC

GREMLIN ■ £10.99 cass, £14.99 disk

have a most distressing habit of getting in your way, just as you're tearing around a corner, invariably sandwiching you between a wall or another car.

Keep an eye on your gauges, too, as running out of fuel or blowing your tyres are both potentially embarrassing ways to lose a race (and the season!).

The garage and the shop are the two most important strategic areas in the game. In the garage you can choose from a good variety of power-ups, including a turbocharger to boost your acceleration, a top speed enhancement kit, power steering (essential for grief-free cornering), and, strangely enough, a small selection of missiles with which to murder unwary opponents.

This, you will soon discover, is not necessarily a wise thing to do, as the burned-out shells of your victims lie where they are hit, and smashing into them at at 150 mph is not advisable.

AA RAVE! RAVE!

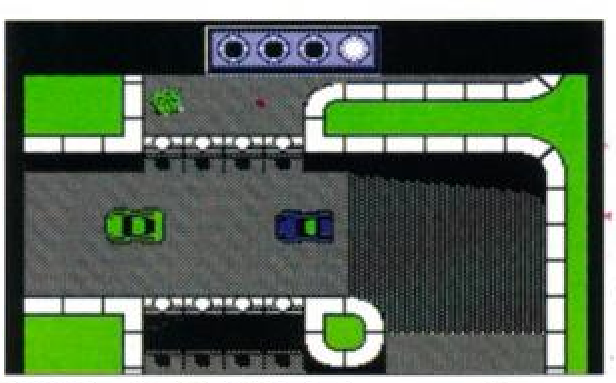
Controls are simpl push the 'stick left, and the car rotates anti-clockwise, push right, and believe it or nott, the car rotates clockwise! The Fire button controls acceleration, and you really won't have much need of the brakes...

It is a lovely control method in practice, and coasting along the correct line through a bend is a joy to behold. A quick push up (ack, ack), and any weapon you are currently holding will shoot off (hoo, hoo) (*sorry about this – ed*), and annihilate any car foolish enough to cross your path.

Deciding which features to purchase first a difficult decision, and one which can chang the way the course of the game runs. Buyir the wrong lump of kit could have tragic cons quences just a couple of tracks later.

The progressive difficulty of this game is novel feature, in that your lap times, level equipment, and lap position, all contribute the speed of your future opponents.

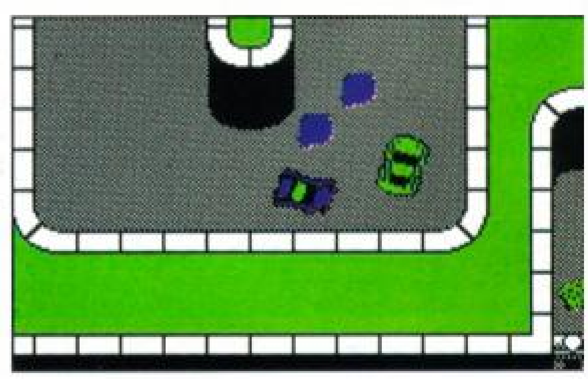
Your real goal, however, is not to get yo lap times down, nor is it to finish all of tl tracks. No, your real ambition should be tl acquisition of the world's fastest road car – tl Retron Parsec Turbo. This baby can really shift 0-60 in less time than it takes to do somethir really quick. Top speed... unknown. This car faster than a big bag of really fast things. It cost you, though, and several races will have



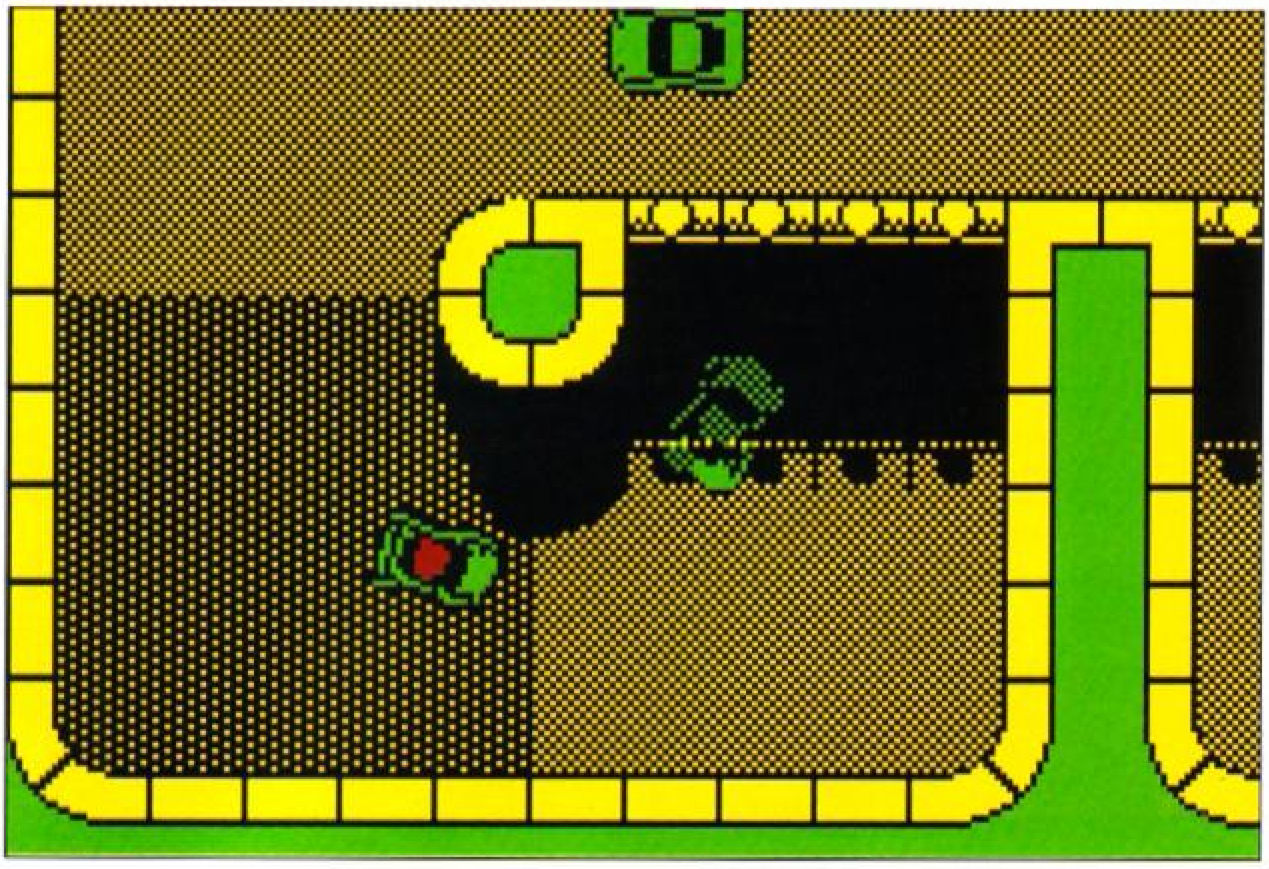
● Waiting for the lights to turn green, the Frankmobile laughs at the opposition. Ha!



● The track selection screen, and the chance to visit either the garage or the car showroom.



● You finally get your hands on a decent motor, but the blue paint job is a real eyesor



● Ooh! It's dark and scary under the bridge, and who knows what kind of motorised menaces are waiting on the other side? This situation calls for speed, daring, a highly developed sense of adventure.......and waterproof underpants.

ARS

be won before you can get your sweaty hands on this particular bit of swag.

In the meantime, you will have to content yourself with one of the lesser cars available, such as a Taraco Neoroader, or the slightly superior Vaug Interceptor.

Graphically, this game won't knock your socks off. It has been programmed in the four-colour mode and, as a result, looks a bit drab. However, the graphics are clean and detailed, and the multi-directional scrolling is smooth enough to portray the action well.



SECOND OPINION

"Supercars initially seems limited and pointless. It doesn't appear to have the thrills and spills of other racing games. However, once you start on the road to building a supercar, it becomes hard to tear yourself away."
Adam Waring

The scrolling itself gives this game an edge over the usual *Supersprint* scenario, and definitely adds to the action. You're unable to see far ahead, there is always something nasty lurking round a corner, be it an oil slick, mud, or a wrecked opponent – and reactions must be swift.

The in-game music i nice 'n' boppy, and suits the game well. Gameplay, however, is what really makes this title shine.

The car handles superbl The movement is just right, and the car slides round corners in a most convincing manner. You soon



● Would you buy a used car from this man? He makes Arfur Daley look like Mother Theresa...

learn tricks, like powering through turns in order to gain traction, or buying side armour and bumping your hapless competitors off the road...

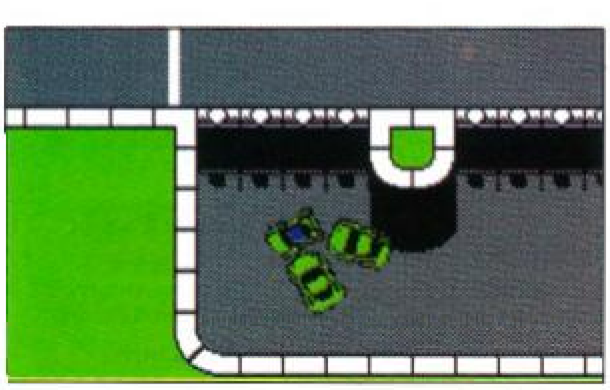
Different techniques are required for different tracks, and during the game's early (easy) stages it gives you a chance to experiment with different styles of play.

Gremlin has again come up with a cracker. *Supercars* is just right. Inevitably, comparisons will be drawn between this and *Supersprint*, but *Supercars* is a great game in its own right, with a great variety of options and an even larger selection of tracks. It'll be a very long time before you tyre (*that would be a joke in Scotland – ed*) of this one.

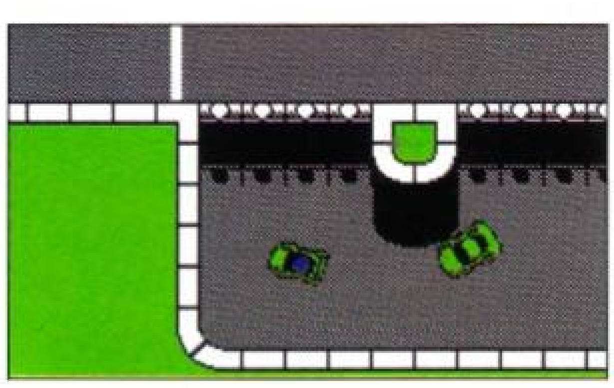
Easily one of the best racers available on the Amstrad, this one is an essential purchase for budding Nigel Mansells. **Frank O'Connor**



● Choosing your weapons in the garage... and yes, we'll have less of the funny business, thank you...



● CRUNCH!! Jealous of your speed, and your cool furry dice, the racers resoet to violence.



● VOOSH!! Turbos firing, the Frankmobile takes the lead on a tricky bend. Eat my dust.

FIRST DAY TARGET SCORE

Buy the Retron Parsec

SUPERCARS VERDICT

GRAPHICS.................... 72%
Nicely drawn, if a little bland, but scrolling is fairly smooth.

SONICS 81%
Good in-game music and the odd spot effect.

GRAB FACTOR............... 86%
Easy to get into, and good fun to play. Instant addiction

STAYING POWER........... 89%
Lots of tracks, lots of cars, and lots of goodies to buy.

AA RATING 87%

Supersprint for the '90s. Fun, playable and long-lasting.

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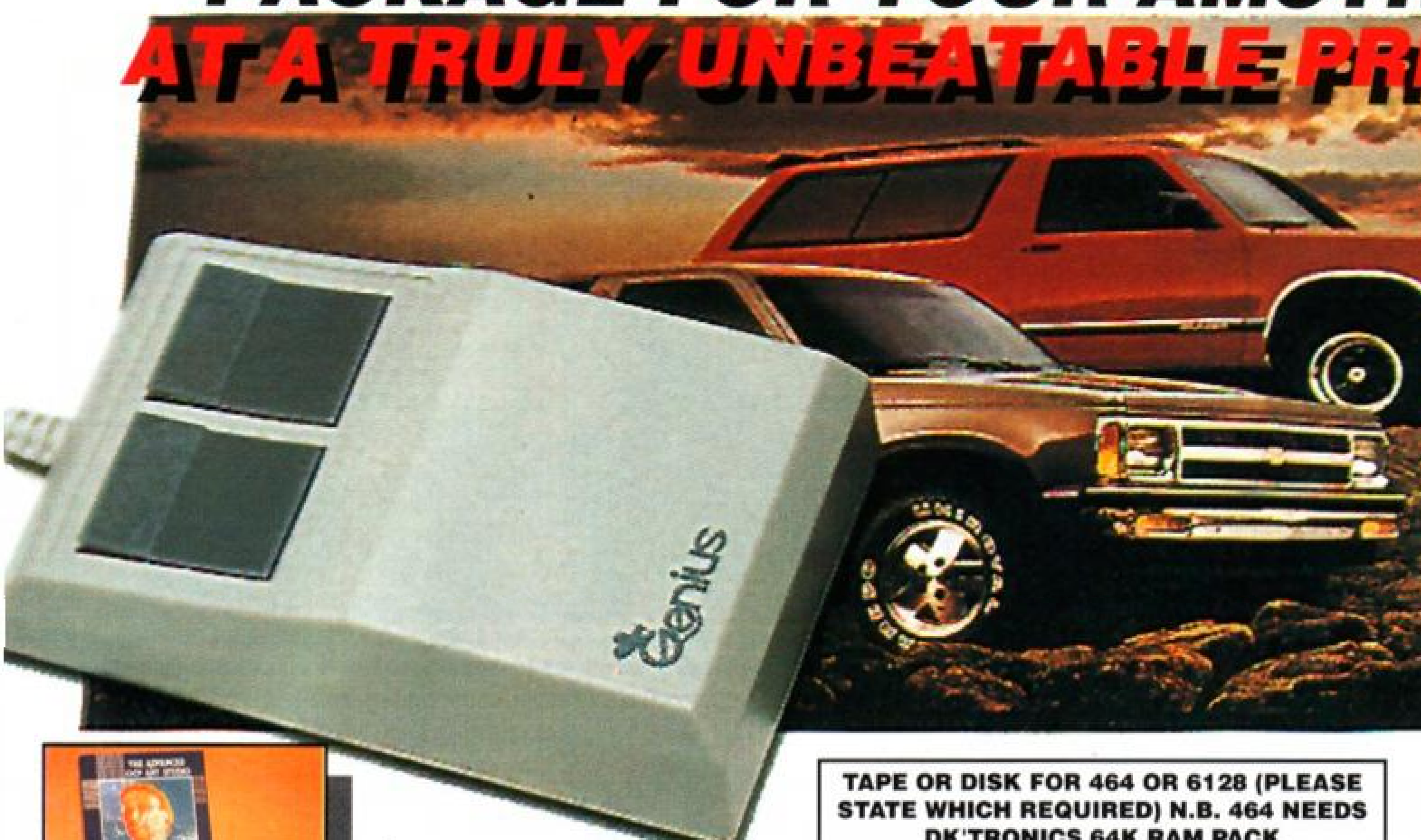
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AMS MSE 2

ROBOCOP 2

OCEAN ■ £24.99 cartridge

The future of law enforcement is back... and boy, is he upset! Not surprising, really – problems galore confront our shiny hero, and only his wits and cunning can save him... well, those and a whacking great machine gun.

CONSOLE STUNNER

Following on from the first movie, Murphy, the baldy cyborg from Detroit, has found himself in a bit of a fix. Gangs of nasty unshaven louts have taken to the streets, peddling a bizarre narcotic called Nuke, a drug which reduces the user to a drooling, snarling psychopath, incapable of reason or logical behaviour. (*Have you tried it then Frank? – ed.*)

Robo's task is to locate the base laboratory where the Nuke is manufactured, and destroy it utterly. This normally wouldn't be much of a problem for Robocop, because he is basically rock hard (nobody spills his pint and lives to tell the tale), but unfortunately he has more than a few extra problems to deal with. Not least of which is the fact that his own parent company, OCP, has come up with a model to replace him. Understandably miffed, Robo pulls on his titanium Y-Fronts, and heads off into the grimy Detroit underworld.



What we have here is a four-way scrolling platform-cum-shoot-em-up which, at first glance, bears an uncanny resemblance to the original *Robocop*. The action begins in the River Rouge Sludge Plant, a huge warehouse chock-a-block with devious traps, drug-crazed psychopaths, and secret (well, sort of secret) rooms.

Considering he must weigh about half a ton, Robo is a surprisingly nippy little Cyborg. Almost too fast, in fact, and this soon becomes apparent as you accidentally hurtle, at a truly suicidal rate, into some bottomless pit or under a plunging spike. However, Robo's reactions are swift, and he can leap with (admittedly, less than majestic) grace across all but the widest chasm.

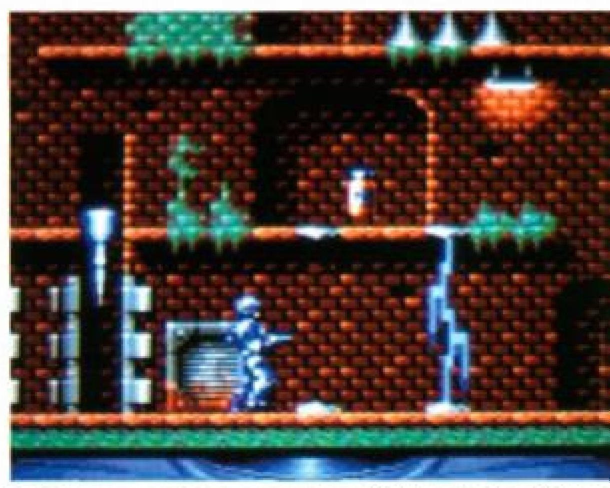
In three of the levels (out of seven), the action is loosely reminiscent of platform games like *Bounty Bob*, or even *Jet Set Willy*. Seemingly insurmountable obstacles hinder your progress, conveyor belts drag you inexorably to your doom, and pixel-perfect timing is required to board floating platforms. The other fou levels are smalle 'bonus' stages.

Robo is armec with a pretty snazzy machine pistol, but has to be careful not to blow away any co-operative arrest subjects. Your energy decreases at a sometimes horrible speed, but a large supply of lives and well-placed energy bonuses should ease the strain a little. Platforms, however, are your main concern, at least until the other levels are reached.

Actually, these bonus levels, while lacking depth, could be considered games in their own right. There are two types. One is a puzzle where our chromium crusader has to regain his human identity by connecting a network of chips on a circuit board. The other is an *Operation Wol* style shoot-em-up and has you calibrating your targeting system on a shooting range. Stop the crims, but don't bump off anything that looks even remotely cute.



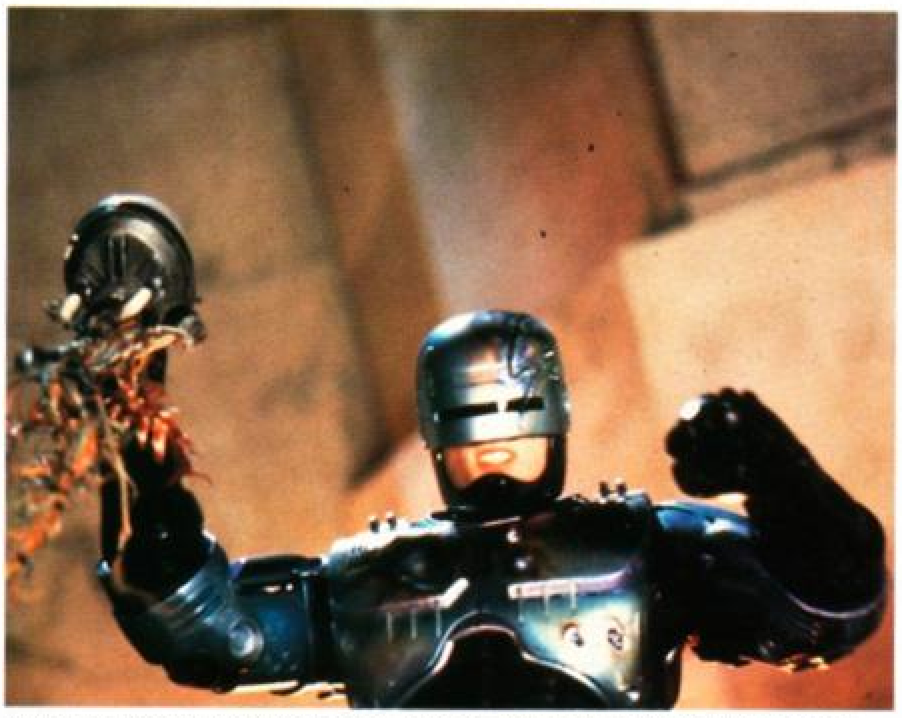
● Watch where you're pointing that thing, young man, you'll have someone's eye out if you're no careful.



● Robocop spots a cannister of Nuke, but getting to it is another matter, what with electric shields and plunging spikes. I wonder if they deliver?



● The bonus rooms give you a chance to have a breather, and an opportunity to fill your pocket with lots of excellent swag.



● "Roses are red, violets are blue, if you spill Robo's pint, this'll happen to you."Some poor unfortunate discovers that messing with the titanium terror is *not* a smart thing to do.

When the *Robocop* cart was first plugged in, you could hear the sound of jaws dropping all around the office. An excellent intro screen pops up, accompanied by some of the finest sonics ever to funk their way out of an Amstrad. The presentation screens, packed with colour, and beautifully drawn, immediately give the game a movie-style appearance, but only when you hit the Start button does the true quality of the game hit you.

The console's enhanced graphics have been used to produce beautifully coloured and detailed backgrounds, with some fairly spiffy sprites inhabiting said backgrounds. Animation of the main Robo sprite is a bit suspect, but then he is supposed to be a robot, isn't he?

A choice of sound effects or music is presented to the player, and the atmospheric soundtrack (a kind of remix of the film theme) really drives the game along.

The platform theme has been done to death in the past, but this particular outing has enough style and more than enough surprises to carry it off. With plenty of active background features, like moving platforms, jet-powered elevators and hydraulic crushers to name but a few, *Robocop 2* emerges from a somewhat staid format as a refreshing and enjoyable challenge.

And challenge is the word – *Robocop 2* is HARD! Thankfully, just as your frustration reaches a critical point, progress of some sort is made, and your Amstrad is saved from the quite unnecessarily savage beating you were just about to administer.

Novices may at first be put off by the enormously difficult nature of the challenge before them, but perseverance reaps its own rewards. You find that the urge to see what lies at the top of a ledge, or at the end of a maze of tricky conveyor belts, is irresistible.

Reaching the end of Level One alone is an immense task, but in order to reach the final confrontation with Robocop 2, our hero will require some kind of superhuman effort (it's probably just as well he is superhuman then, really).

The sub-games are excellent in presentation, and the Identity Chip section is a real brain-teaser. Both sub-games allow you a chance to have a breather, and you really do need one, if only to mop the sweat from your brow, and, for that matter, from your joypad...



SECOND OPINION

"Robocop II offers large sprites and tough puzzles. The puzzles are a little too tough, though, and the game rapidly becomes frustrating as you get killed time and time again by the same things.
Adam Waring

Robocop 2 is a very impressive game, it just dosen't have the Amstrad *look* that we've all got used to over the years. On first appearances alone, you could be forgiven for mistaking this for a good ST title, and the music, sound effects and depth of play would do little to change your mind.

Infinitely better even than the original game, this has to rank as one of the finest Amstrad titles yet, and hopefully will set the standard for the new hardware. Expensive, but the quality of the package really sets this one apart. An essential purchase...

Frank O'Connor



● Nipping into a bonus room is definitely a good idea, as it stops you going all the way back to the begining when you snuff it.



● What's on the conveyor belt tonight? TV, luggage, toaster, microwave oven, his 'n' hers watches, food mixer, cuddly toy, big metal rozzer??!

THE STORY SO FAR...

In the first *Robocop* movie our hero, Frank Murphy gets blown to pieces by a particularly nasty drug dealer. After being declared legally dead, Murphy's brain and remaining organs are placed in a titaniu and plastic exoskeleton, part of a plot by the huge OCP corporation to replace the police force of Detroit with a centrally controlled and privatised force of robotic rozzers. Murphy, however, begins t regain his memory, and causes problems for his owners when he sets out to avenge his own death.

The first movie was blessed with a very black sense of humour, and director Paul Verhoeven handled the film with great style and wit.

The sequel, however, is nowhere near as good as the original and Orion, critcised for making the film too violent, has promised that *Robocop 3* will b classified a PG. This could well mean a better film, but it will almost certainly ensure a larger audience, bearing in mind that most Robofans are under 18.

Robocop 2, though, is a vast improvement on the original title, and possibly one of the best film tie-ins to date.

When the Amstrad console was first released, doubts were expressed both about its future, and its technical potential. A quick look at Robocop 2 should allay any fears that present owners, or potential buyers may have had. When compared to the first releases for the Nintendo, or Sega, Robo should give some idea of the future potential of the new machine...

FIRST DAY TARGET SCORE

Complete Level One

ROBOCOP 2 VERDICT

GRAPHICS **92%**
Sharp, colourful, and easily the best seen on the Amstrad to date.

SONICS **94%**
Move your hooves to the funky grooves. Outstanding.

GRAB FACTOR **89%**
Picks you up, turns you round – forget any plans you had for the day.

STAYING POWER **92%**
A huge and demanding task, and one you won't tire of quickly.

RATING 94%

Wonderful graphics and sound. Tough as hell but very playable.

NORTH AND SOUTH

INFOGRAMES ■ £9.99 cass, £14.99 disk



● You can never find the buffet car when you want to. The soldier has to get to the locomotive, avoiding a larg number of baddies. He is armed with a limited number of knives which he can throw. When they run out, he has to rely on punching the enemy. He's racing against the clock icon at the bottom of the screen.

The 1860s. The United States were anything but united. Abe Lincoln had just been elected and was advocating the abolition of slavery. Many Southerners took exception to this, and promptly declared themselves a Confederacy. The North took exception to *this*, and thus a war was born.

North and South is not really a serious recreation of the American Civil War. There is a strong and accurate historical element, but the whole scenario is treated lightly and entertainingly. This is for the most part due to the very impressive cartoon graphics of Lambil (who apparently is dead famous in France for his Civil War cartoon 'The Blue Jackets').

The strategic element of the game utilises a map of the eastern USA with the states marked out. You must move your forces from state to state, capturing forts, robbing trains and wiping out the enemy. Your troops can be massed into huge armies, or can be spread out over a wide area.

What you must do is capture and then defend both the forts and the railway lines between them. For each successfully defended link, you'll get bags of gold. Collect five and they're traded in for a new army. Thus the forts and railheads are the key to the whole game.

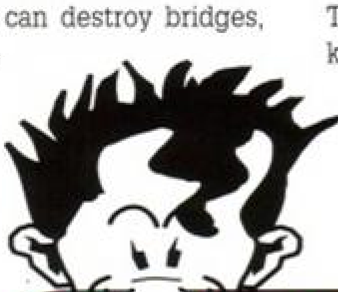


The battles are fought on a different scale. Whenever two opposing armies coincide in one state, you'll see a close-up of the battlefield. Your artillery, cavalry and foot-soldiers are all shown. The artillery is possibly the most important battlefield element. It can destroy bridges, take out foot-soldiers and panic horses. The cavalry race around with swords flashing, but tend to be difficult to control. The infantry are much slower, but can set up barrages of fire which scythe everyone in the vicinity.

The best combination is to destroy the bridge (if there is one), then concentrate the artillery fire on the enemy cannons. Forget the cavalry, but use your infantry to move around mopping up stragglers.

If you move into a state with a fort, you'll also need to capture that. This is the first arcad sequence. You must run along a right-to-le scrolling screen, armed only with some throw ing knives and your incredibly powerful fist The enemy run towards you, also throwin knives and punches. You must knock them ou as well as jumping over dynamite and fierc guard dogs. All this is done against a time!

The other arcade sequence occurs when or of your armies intercepts a train headin back to the enemy HQ. You, controlling bloke remarkably simila to the one single-hand edly storming the for must leap onto a mo ing train and run alon the roof. A horde angry enemy men ru at you, throwin knives and yet mo fists in an attempt knock you off th rapidly-moving cho choo. If you do get knocke off the roof (and indeed fail to capture the fort the other scenario), you lie in the dust and hav a wonderfully-animated tantrum.



SECOND OPINION

"North and South mixes arcade action and strategy elements. The result is an extremely playable game that will have gamesters of all kinds stuck to their CPCs for hours, especially when two players join in the fun."
Adam Waring



● The strategic map. Each man represents an army of one artillery piece, six infantry squads, four cavalry.



● The brilliantly drawn menu screen. The people displayed on each side represent the difficulty level.



● A musket-firing war breaks out on the battlefield That cannon will come in useful if used acurately.



● A fight to the death at one of the forts. Again, you have knivs to hurl at the bad guys. That's what has killed he chap on the right. At the ground level there are dogs loping past, barrels of dynamite and even more men rying to impede your progress. Your fists will need to be flying when you meet them.

The train sequence is also set against a time imit. If you are ahead of the clock, you have ime to spare. But when the clock overtakes you, you'll need to move very fast in order to get o the loco and force the driver to stop.

The two arcade sequences are very similar, ut there is enough variety to make them interesting. Also, quite a lot depends on he outcome, so you have to concentrate n them.

During the strategic troop-moving hase, other random elements can ntervene. These include a storm cloud which halts movement of any troops nder it, Indians which can wipe ut an entire State's forces and ea reinforcements. This strategic phase is an incredibly playable game in itself.



Graphically, *North And South* is astounding. What is really impressive is the fact that it isn't just made up of nice pictures; the screens constantly change, and you need the detailed info to move your men around. The battle scenes are accurately and beautifully drawn, too.

The arcade sequences both function in the same way. The only criticism is that they are pretty easy once you develop the correct technique. The men move smoothly, though, the screen scrolls nicely, even the dogs lope past with a realistic gait.

Sound is up to this same high standard, with a a lot of different tunes. Predictably, there are the Dixie melodies as well as the Yankee tunes. Spot effects occur during the battle sequences and the arcade games. These are fine, too. A great deal of attention has been paid to the way the game sounds to complement the graphics perfectly.

A two-player option is supported as well as the computer opponent, which has three skill levels. Another nice touch is the ability to start a game at one of three points during the Civil War. Each scenario is different, with the Yankees holding a stronger position towards the end of the war.

Using a well-known (in France) cartoonist appears to have paid dividends for Infogrames. Its game has a style which is rarely seen in a wargame. But then *North And South* isn't just a strategy simulation. It is also an arcade game, and also a battlefield tactical movement game. In short, it is a great mix of all these elements, with a touch of Gallic humour thrown in as well.

James (General) Leach

SO WHAT WAS IT ALL ABOUT THEN?

By the mid 19th century, Many American Northerners, or Yankees, were getting pretty cheesed off with the slavery trade which was then flourishing. The Southerners thought it was all a fuss about nothing. Slavery was actually quite important to the functioning of the South. In 1860 Abe Lincoln was elected as President. He was pro-abolitionist, and gave the South a pretty nasty poke in the eye over their slave trade.

The Southerners decided that they didn't want to be part of the American Union any more. They declared themselves an independent Confederacy. This was a rather silly thing to do, as the North had well over twice the number of people, 70 per cent of the railway lines and 93 per cent of the factories, including all of the iron, cannon and gun-manufacturing businesses.

So it wasn't really very surprising that the North won. What is surprising is that it took them four years to do it. This was because the Southern Generals were the best in the whole country, and they were also fighting on their own territory.

The moral of this story is; don't have slaves and don't have wars. And if you do have a war, make sure you've got all the factories and railway lines on your side.

FIRST DAY TARGET SCORE

Win as the Union on Easy level

NORTH AND SOUTH VERDICT

GRAPHICS **91%**
Almost cartoon-quality. Superb graphics and animation.

SONICS **87%**
As many sounds as you'll need, and some great tunes, too.

GRAB FACTOR **93%**
Easy to pick up and play – not a traditional 'stuffy' wargame.

STAYING POWER **90%**
A lot of different games rolled into one excellent program.

AA RATING 91%

Forget all you've heard about strategy games – go out and buy this 'un!



● Bodies litter the field as the grey cavalry charges. There is a core of Yankee infantry surviving, though.



● The fort piccie indicates an attack is in progress. Now comes the exciting fort assault arcade scene.

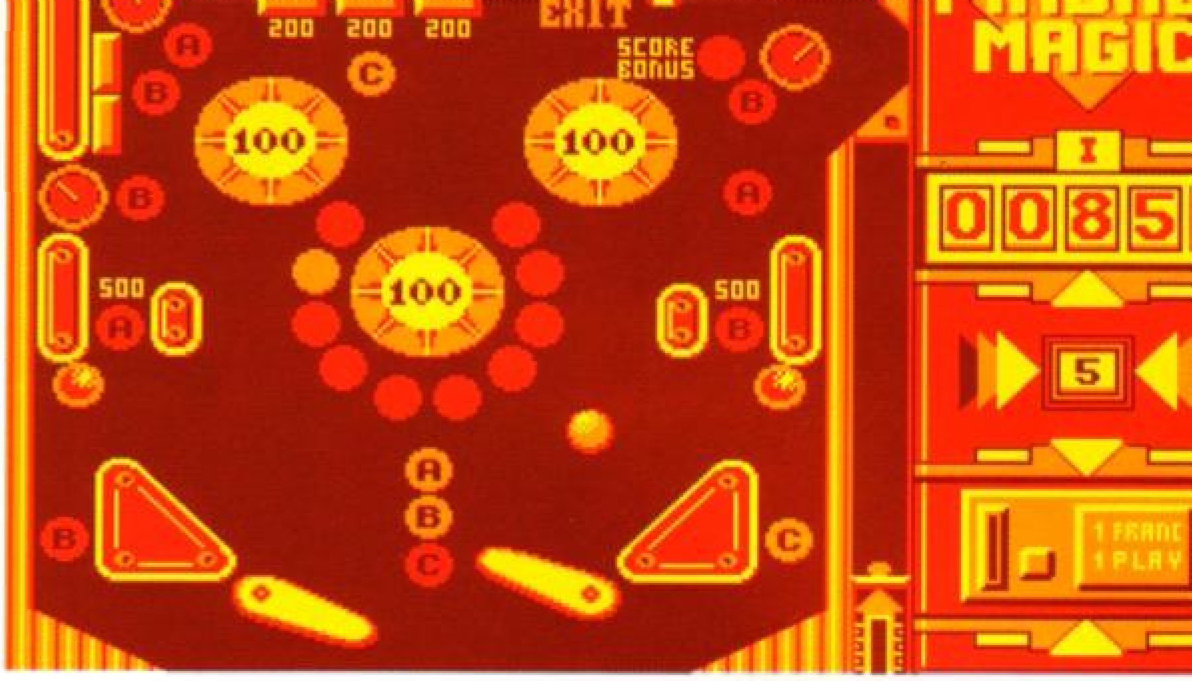


● Chaarrrgge!!! The Union rushes forward into war. This cameo indicates a battle is about to take place.

Ever since I was a young boy, I've played the silver ball. From Soho down to Brighton, I must have played them all...

Oh yes. In the days before those new-fangled electronic games like *Space Invaders* (whatever that is), people had to make their own entertainment in the coffee bars and pubs around the country. Gangs of Rockers and Teddy-Boys would spend hours at the ball table, getting phenomenally high scores, smoking balefully, then going outside and fighting each other.

Loriciel has taken it upon itself to emulate this original 'arcade' game on the CPC. But the



● Table One, and the easiest of the bunch. When all three of those letters above the flippers are lit up you'll able to direct the ball (in theory!) out of the exit, top right. (You know when you've got all the letters you nee because the "CLOSE" changes to "OPEN".

PINBALL MAGIC

LORICIEL ■ £9.99 cass, £14.99 disk

company has added several features. The major one is that you must hit several lights (identified by letters) at different points around the table. When these are touched, they change colour. Hit them all and you can proceed on to the next table. Sounds easy? Well it ain't.

Once the ball is launched, the only control you have over its direction are offered by the flippers and the ability to tilt, or wobble, the table. Tilting is apparently what the old time Teddy-Boys used to do. It isn't cheating, because it only moves the table a degree or two, which isn't enough to change the direction of the pinball once it's decided where it's going. So in fact, tilting doesn't really help a great deal. It is possible, however, with a great deal of flipper practice, to steer the ball around the table towards the lights you haven't yet hit. Possible, but very, very difficult.

The best thing about Pinball Magic is its smoothness. The ball behaves as if it has real weight, and responds to the flicks with astonishing accuracy. It careers around the playing area, being bounced off the pins and bells at a very satisfactory speed.

There are twelve screens of this action, each with different layouts and objectives. You get five lives per screen, and you'll certainly need them. The lives remaining after you have completed a screen are added to the next screen, so it's possible, if you're doing OK, to get your lives into double figures.

The graphics of Pinball Magic, as well as moving realistically, also look good. The screens are fortunately not over-burdened with flashing lights and baubles, thus allowing you to follow the progress of your ball with much greater ease. There are many nice details, such as an analogue-style score counter.

Sounds are also apt. There are bouncing noises, as well as bells when you hit the high-scoring portions of the screen. The sounds aren't much more than you would expect from a real pinball game; no continual tunes playing here.

All in all, Pinball Magic is an excellent implementation of a game which isn't perhaps a natural choice for converting to home computer. It's addictive and exciting, but also maddening and frustrating. This is the only fault; it's too hard. And it's a real problem. It is stupendously difficult to get further than the fourth of fifth screen. Considering there are twelve of them, this means you are effectively denied two thirds of the game (unless your name happens to be Tommy).

It is possible to learn each screen so yo able approach it in the best way, and through without losing too many However, it is still unfeasibly difficult, and of rage and frustration spring forth as you try t past the third screen fo twentieth time in a This is about the thing wrong with P. Magic. But if you you're capable of ing it, then it's game to get.

James (Tommy) L



SECOND OPINION

"I wouldn't have thought it would be at all easy to program a fast and smooth pinball sim on the Amstrad, but Loriciel has done a fantastic job. Just as good as the real thing... no, better! (You don't have to keep feeding it with cash.)"

Rod Lawton

AA RAVE! RAVE!

FIRST DAY TARGET SCORE

Get to the third screen

PINBALL MAGIC VERDICT

GRAPHICS 77
It could almost be the real thing, and there are twelve screens.

SONICS 72
Beeps, bangs, buzzes, bells and whistles – all you need.

GRAB FACTOR 86
Start playing and you'll just keep coming back for more.

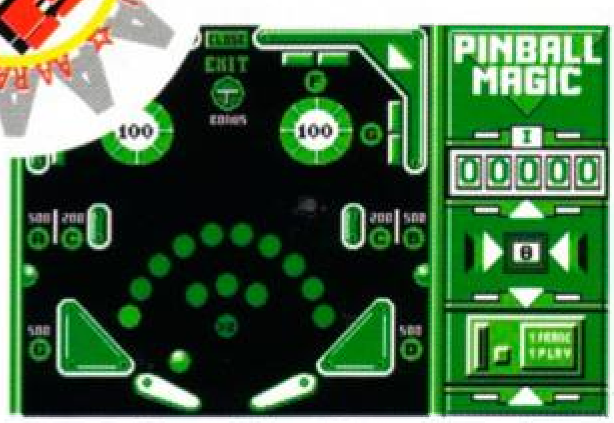
STAYING POWER 79
You'll get better and better, but it stays very frustrating.

AA RATING 80%

Frustrating, annoying, addictive – but just can't leave it alone.



● Nine balls left! You're doing pretty well so far, but it don't get no easier... Here you've got no fewer than ten letters to collect before the exit opens.



● The graphics are all done in four-colour mode, which gives excellent resolution, while four colours is fine for a game like this.



Ouch – time's running out and there are lots of balls to go. To speed things up, there are some olumns just waiting for one or two balls of the right colour to finish them off. Those blocks with inbows on act as wells, helping you build taller stacks.

UBISOFT ■ £9.99 cass, £14.99 disk

PICK 'N' PILE



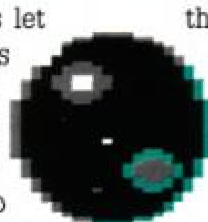
A ch, no... not there... here, dammit! Blast! – there's a devil... quick, swap it... but what with?... BANG! Too late, you've n out of time...

That's *Pick 'n' Pile*, the new UbiSoft game at will have you tearing your hair out with ustration and your joystick casing melting as u waggle your way into the looney bin. Quite effect for a game which simply has you movg a few coloured balls about...

Well, actually, it's not just a few. At the start each level a whole torrent of the things escend from the top of the reen – and what u've got to do is t rid of them all. u do this by swapng balls about to rm vertical columns the same colour – hich promptly disapear.

Things are a little ore complicated than at, though. For a start, e game features gravity. other words, balls being lls, they cascade downards as soon as one lumn disappears, totally psetting your carefully-laid plans.

Secondly, all sorts of other objects drop down from the skies along with those balls. Walls will help you stack up huge columns just waiting for that final ball, bombs can be made to blow up awkward little clumps of objects and bonus blocks let you multiply your score as a column is completed. Against this, there are nasty little surprises. Like the little devils that suddenly speed up the passage of time by a factor of two if they're allowed to touch the bottom. Yes, that's the third thing – the time limits.



Oh, and there is one final thing. When you near the end of the screen you might find you've got one or two balls left over and nothing to drop on them. Here, just hit the letter 'P' and someone up there will drop down another couple of balls. If you're lucky, they will now all cancel each other out. If you're not, well, you've got a bigger headache than ever...

The game's graphics are reasonable, but nothing special. The balls are necessarily small, because there are so many of them, and the lo-res 16-colour mode had to be used since the game relies on large numbers of colours – the result is that the balls are very blocky and the other characters none too well defined. Bombs are easy enough to spot, and the little devils jabber away characteristically enough, but frequent glances at the instructions are needed to identify some of the other items.

Sound consists of a jolly title tune and a ticktock during the game itself just to remind you that your time is ticking away (yeah, thanks). Fortunately, this can be turned off.

And that's about it. There are various strategic elements to the game which you will pick up as you go along – for example, you'll find it a lot easier to pile up tall columns at the edge of the screen, which itself acts as a 'wall' – but beyond that, each successive screen is just more of the same. Your time limits get shorter, the nasties get nastier and the number of balls/objects gets greater. But by the time you've played just the first half dozen or so screens you'll have seen more or less all the game has to offer.

Pick 'n' Pile is a fast, arcade-style puzzler that owes a lot to *Klax* and even *Tetris*. It needs the same blend of split-second decision-making and strategic thinking under pressure, and offers an extra element in the various objects that fall down with the balls...

...It's just that it's slightly lacking something. UbiSoft has taken a simple formula but thrown in some extra variables. In theory, this should make the gameplay even deeper. In practice, it just makes it less simple...

Rod Lawton



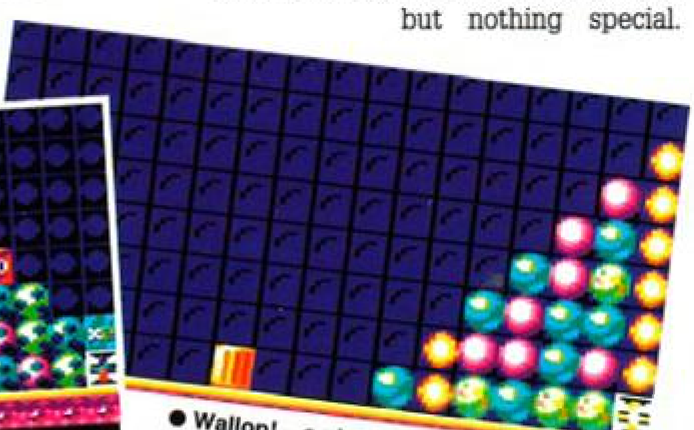
SECOND OPINION

"The problem with Pick 'n' Pile is that it doesn't seem to get any more difficult. There's little difference between the levels, and consequently it gets tiresome after a few plays."

Adam Waring



● Look out for those little blocks with x3 and x5 on them – hey multiply the score from each completed stack by that mount.



● Wallop! – a nice high-scoring column on the far right goes down! Pile balls up against the edges for taller stacks.

FIRST DAY TARGET SCORE

GET 200,000 points (without screaming)

PICK 'N' PILE VERDICT

GRAPHICS 68%
A bit small and blocky, but they're colourful, and plenty of them!

SONICS 75%
A nice 'n' jolly title tune and some good in-game effects.

GRAB FACTOR 82%
Confusing at first but easy enough to pick up.

STAYING POWER 70%
It just gets tougher and tougher, but will you just lose interest?

AA RATING 79%

A fast-action puzzler that will get you hooked – but will it keep you going?



● Strider can run, jump, climb and kill! There's plenty standing in the way, though – billions of baddies and lots of laser-towers.



● Fighting it out with a tank at the end of Level Two. Strider is transformed into a laser-wielding death-machine for these end-of-level encounters.



● Once again, Strider dons the metal exo-sui battle with the end-of-level baddie. The baddi hard, but Strider is harder!

STRIDER II

US GOLD ■ £10.99 cass, £16.99 disk

The further adventures of that mega-athletic somersaulting ninja continue in *Strider II*. The President of the World has been taken captive by aliens, and it's down to Strider to rescue her. And the sword-wielding super hero is even better armed for his latest adventure – as well as a sword blade, he has a laser-spitting gyro gun...

The whole look of *Strider II* is much changed from the original version. It's very, very, colourful! *Strider I* was drawn in four-colour mode, giving it a very crisp, clear look. For *II* the programmers have opted for sixteen colours, losing out on the sharpness, but making it a brighter, bolder-looking game.

As well as the visual 'improvements', the other obvious change is the gameplay. Strider can still cartwheel and put his sword about with the same devestating efficiency – but in addition he can shoot at the enemy with his gun, and climb ropes.

At the end of each section, an end-of-level mega-baddie needs to be confronted. Strider's usual fighting technique is hopeless against such awesome foes. Luckily, our hero has the natural ability to turn into a robot powerful enough to take on the toughest enemy.

Strider's additional movements are quickly learnt, and soon the oriental death-dealer is doing all manner of acrobatics under your control. Shooting is done with the Fire button alone. A sword stroke is achieved by a combination of Fire and one of the directional movements.

The first level has Strider starting off in the jungle. He has to make his way through to a complex where the action really starts. Most of the foes that have to be dealt with are foot soldiers. They fire at you, but their bullets can be dodged, and you can fire back! The sword is useful for close-combat, decapitating anything foolish enough to be in the way.

At the other end of the level, turning into a robot to face the end-of-level nasty just comes naturally. (It's an automatic metamorphosis and takes place just before the big baddie is met.) Strider's usual amazing dexterity is lost for these conflicts. He can no longer jump or duck, and is only capable of moving left or right and firing. Consequently, it is almost impossible to avoid the enemy fire, and you've just got to hope that your armour lasts out longer than your adversary's.

The length of service that your protection gives is governed by tokens collected as you move through the game. There are several areas that don't need to be visited to reach the the end of the level, but it is wise to go there just to stock up on those tokens.

There are five levels to get through in *Strider II*. Unfortunately the far too easy. The ability to take pot shots dies means that you no longer have to g up close when going in for the kill. Tho levels are large, little damage is taken. as you've collected enough of the token be able to survive the end-of-level batter

The original *Strider* had a tremendou sphere, brought about by the stylised g and stunningly original gameplay. *Stride* none of this. Graphically it looks pretty more so than any one of a hundred games.

There's no real gameplay impro either – the ability to shoot, as well a your sword, adds little, perhaps even de from the uniqueness of the game. On top the game will be completed by the ma players in the first couple of sessions means it's much too easy.

Strider fans will be disappointed game's inferiority to the original. Nev will wonder what the fuss was all abou first place. *Adam*



SECOND OPINION

"Strider 2 is a lacklustre follow-up to one of the best Amstrad releases. While not entirely bad, it lacks the smooth flow and sense of real urgency that made the original such a dream to play."
Frank O'Connor



● Clambering up walls is easy for the fly-like Strider. And one swipe of his mighty sword is enough to teach most who cross him a lesson they'll never forget. In this case, a laser-tower is reduced to a heap of molten metal.

FIRST DAY TARGET SCOR

Get to the final level

STRIDER II VERDICT

GRAPHICS 6
Bold, bright, and colourful, but not as crisp as the original's.

SONICS 4
Sound is limited to spot effects only, and not terribly good ones at that.

GRAB FACTOR 7
Easy to get into with big levels to explore.

STAYING POWER 4
It's too easy to make progress, and once you've finished, that's it.

AA RATING 60

A poor sequel that's too easy by far.


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● Follow the grey and white road... The green star that's been so skilfully avoided is a valuable collecto[r]. Pick up enough and you get a free 'shockwave', which allows you to blast everything on screen away in [one] swoop. Eeekk! That spaceship hovering up in the sky doesn't look as if it's very friendly, does it?

S.T.U.N. RUNNER

DOMARK ■ £9.99 cass, £14.99 disk

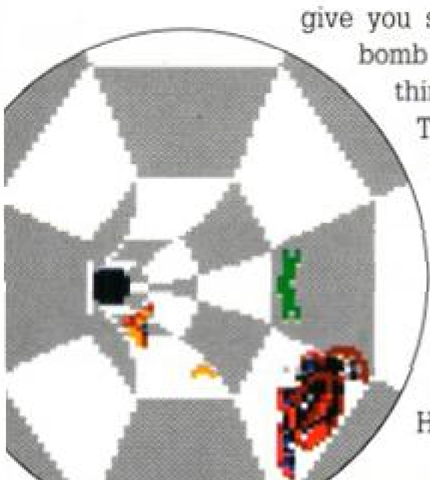
Nothing can beat the excitement of driving down a dangerously narrow road like a complete maniac. Especially when you're driving an awesome machine, capable of travelling at speeds of 900 miles per hour.

Set in the future, *S.T.U.N. Runner* puts you in the driving seat of a futuristic racing vehicle. You have to race your way through a sequence of tunnels and roads, gulping stars for points and blasting your competitors as you go.

There are two types of terrain on which to race. Tunnels twist and turn all over the place, and you can travel on any part of the tunnel wall – whether it's the bottom, the sides, or even the ceiling! Roads are slightly less flexible – movement is strictly limited to travel along along the surface of the road itself.

The opposition come in several forms, but all have the same purpose: to stop you in your tracks. They do their darndest to get in your way, and colliding with them slows you to a snail's pace, costing valuable seconds. Luckily you're armed with a laser gun, so you can blast the vermin off the road. Not very sporting, but in this game winning is everything, and you simply cannot afford the time it takes to outmanoeuvre them.

There are a couple of things to look out for on the road's surface. Stars can be collected to give you shockwaves – a smart bomb that destroys everything on screen at once. They also tend to be roughly in the fastest line round the track, so are well worth collecting.



Turbo boost pads are the other common collectable. Hitting one of these ramps apparently boosts you to travel at near light speed – a rather useful side effect of this is that you become impervious to damage from collision with other road-users. It's a neat trick if you know how to do it.



SECOND OPINION

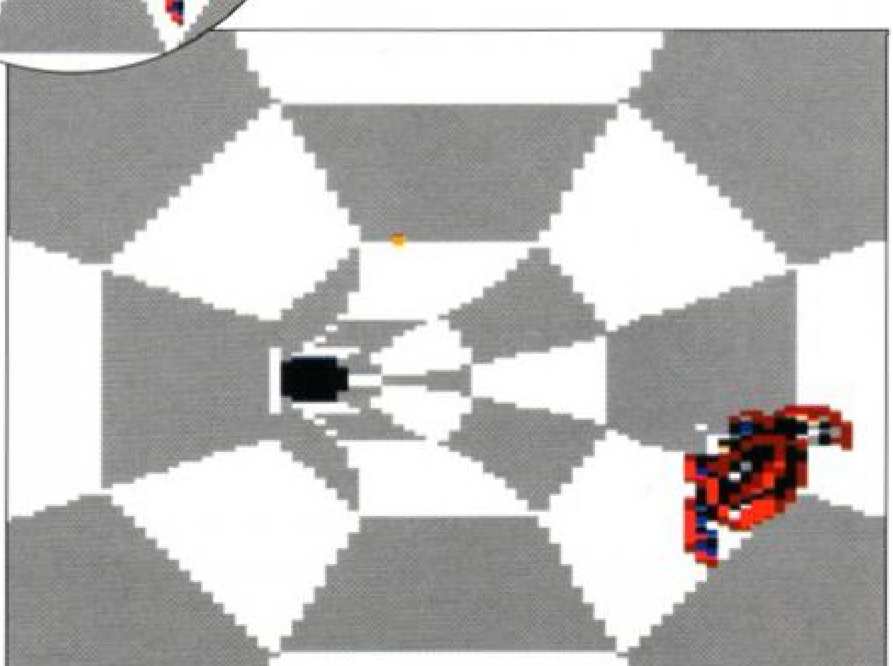
"S.T.U.N. Runner is great in the arcades, but only because it's so smooth and fast. Take that away and you don't have much of a game left."
Rod Lawton

S.T.U.N. Runner was an arcade hit. Not because of devastating originality or stunning gameplay, though. It was because of the wicked speed that the whole thing moved at. The complicated 3D shapes and tunnel walls came towards you at a frightening rate. The computer version inevitably loses the speed of its arcade counterpart, however, and sadly this leaves little else. All that's left to do is trundle around the course and blast the easy-to-avoid enemies.

The programmers have attempted to boost the speed of the game by dropping the 3D graphics, and using sprites instead. This doesn't help matters. The graphics of the arcade were impressive; these are not. The tunnels are octagonal rather than round, for a start, which rather spoils things. An impression of speed has been attemp[ted by] rapidly cycling the colours of the tunne[l]. This makes you feel like you're at an aci[d] rave, rather than streaking down the tu[nnel at] breakneck speeds. Watching all this for [long] just gives you a headache!

Domark has bitten off more than it ca[n chew] with *S.T.U.N. Runner*. It's an impossible [task –] there's just no way that the exciteme[nt and] speed of *S.T.U.N. Runner* the arcade m[achine] could be duplicated on a home comput[er. The] product that they've come up with is unexciting and slow.

Adam



● 'Thundering' along the tunnels in your *S.T.U.N. Runner*. Movement is possible along any of the walls in the tunnel. That small orange blob on the ceiling could be a 'Turbo Boost Pad'. Then again, it could be something nasty!

FIRST DAY TARGET SCORE

Reach Level Five

S.T.U.N. RUNNER VERDICT

GRAPHICS .... 6[.]
The sprites are clear enough, but not a patch on the 3D arcade graphics.

SONICS 7
There's a jolly title tune, but the in-game fx are limited.

GRAB FACTOR .... 6[.]
It's very simple to play, but there's not much to grab you

STAYING POWER .... 4[.]
It soon gets boring and the strobing background gives you a headache!

AA RATING 56[.]

An over-ambitious project that's fallen on its face.

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ACTION TEST

Fallschirmjager – German elite parachute troops. Hitler had, by the Spring of '41, assembled a powerful force of soldiers who could be dropped en masse into areas inaccessible by normal troop movements. The swiftness of such an attack would ensure the element of surprise, during which they'd capture ports and airfields.

The Fallschirmjager principle, fine on paper, was to be tested in May of 1941. Crete, nestling in the Aegean Sea below Greece, was held by the Allies. Their forces were small, fearing no immediate attacks, as they held all the ports and the three important airfields.

Then the German High Command initiated Operation Merkur. They dropped wave after wave of paratroops. It was a showpiece. The first totally airborne assault ever attempted.

But things didn't happen the way he planned. The Allies defended Crete staunchly and Student's elite forces were given a rather severe kicking. They still managed to take the island, but at a terrible cost.

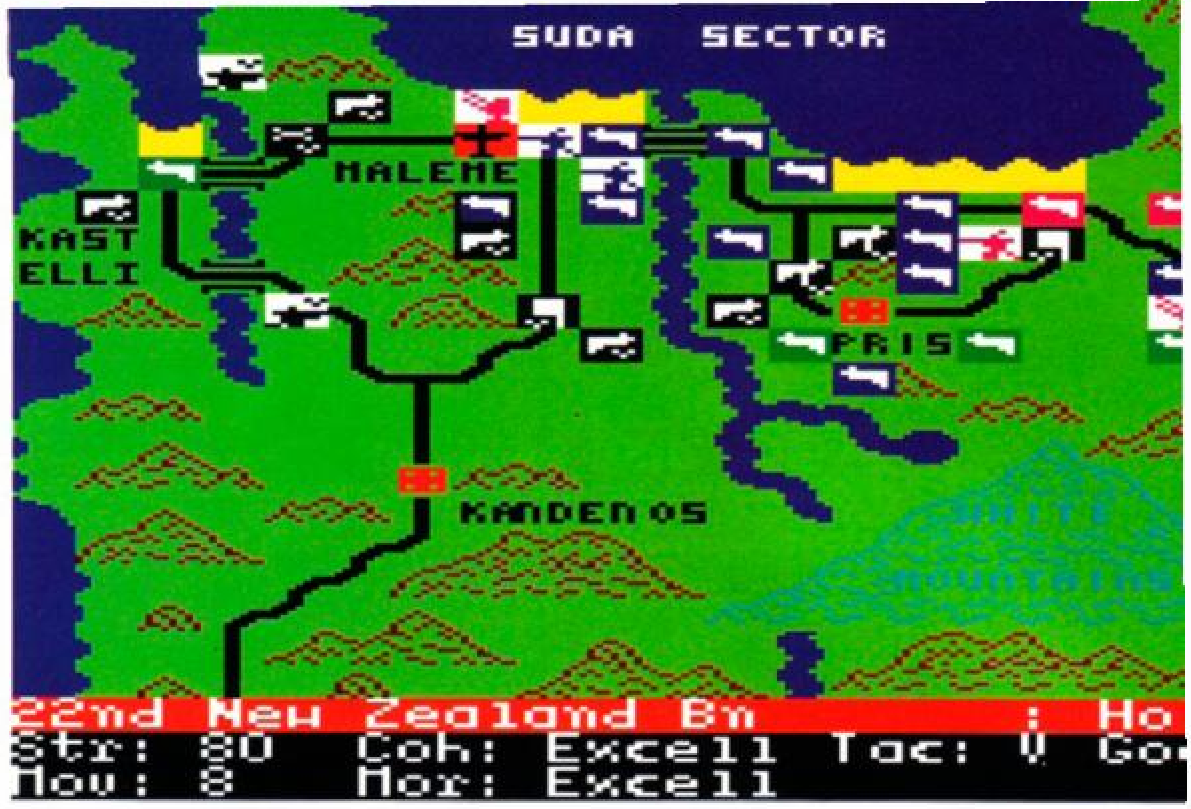
This game, like CCS's *Battle of the Bulge* before it, accurately sets the conditions facing both the Allies and the Germans during this battle. One or two players can take part, and the idea is, obviously, to minimise your losses whilst taking/keeping the island.

The game's running system is the same as *Bulge*, and the programs are very similar to look at (the major difference being that Crete is surrounded by water). The game is divided into phases such as movement, combat and air attack. order your units to move, fire or hold position. It is a very simple and effective way of giving instructions.

Once you've finished, the enemy now moves. Their troops are hidden from view unless you are in line of sight on the battlefield, so for the most part you don't know where the enemy is.

Combat occurs when two units meet. It takes several turns for a unit to be wiped out, so you might have time to send in reinforcements, or to bombard with your artillery.

The German player has to decide where to land his paratroops towards the beginning of the game. He must capture a port or airfield to enable reinforcements to land. The Allies should therefore pile up all their blokes at these places, hoping to repel the Nazi hordes.



● The Allies (facing right) have a greater numerical advantage. But the German troops are e fast-moving and apt to appear all over the place as reinforcements are sent in. Visible is the airbase at Maleme. It's a prime objective for the German shock troops, who'll fight hard to w

CRETE 194

CCS ■ £9.99 cass, £14.99 disk

Fallschirmjager is better than *Battle of the Bulge*, primarily because it is a more fluid scenario. Three separate battles tend to occur around the three airfields. This gives the game a lot of depth, as it is possible to play a strategic campaign, planning a different assault at each airfield.

One very welcome feature is the option to continue playing after the seven days that it took in real life are over. *Bulge* didn't have this option, and often seemed to end just when things were getting interesting. Perhaps CCS has listened to its public...

Graphics and sound are the same as *Battle of the Bulge*. The sound effects are simplified whizzes and rat-a-tats. These start to grate after a while. However, the graphics are not bad. They are clear and easy to understand, if a little unatmospheric. An overall scrolling map, such as *Fallschirmjager* has, is OK, but it would have been wonderful to go deeper into the game with another large-scale map, to see exactly what is going on.

Playability is greater than *Bulge*. The more tactical options, owing to the very of the assault being carried out. The g most fun when being played by two peopl

The computer plays a fairly pred game. It's easy to beat it if you bunch u forces to make impenetrable walls for it to itself against.

Overall, *Fallschirmjager* is a highly pl wargame with enough possibilities to kee coming back for more. If you don't mind p graphically uninspired, aurally wargames, that is.

James (Überstürmgruppenführer)



SECOND OPINION

"It looks just the same as Battle of the Bulge, so it's not going to grab you straight away. Dedicated war-gaming fans will persevere, though, and find it a much better release."

Rod Lawton

FIRST DAY TARGET SCORE

Halt the German air assault at one ai

CRETE 1941 VERDICT

GRAPHICS 4
They are accurate and clear. But very simple.

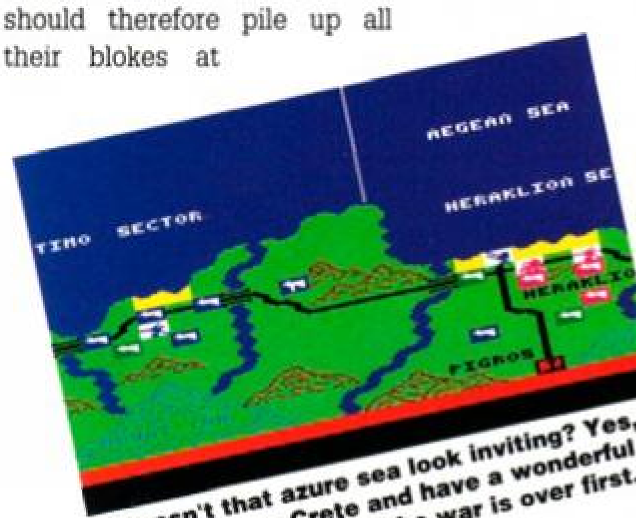
SONICS 31
They'll stop you drifting off.

GRAB FACTOR 6
It is certainly a fascinating scenario. It's also easy to get into.

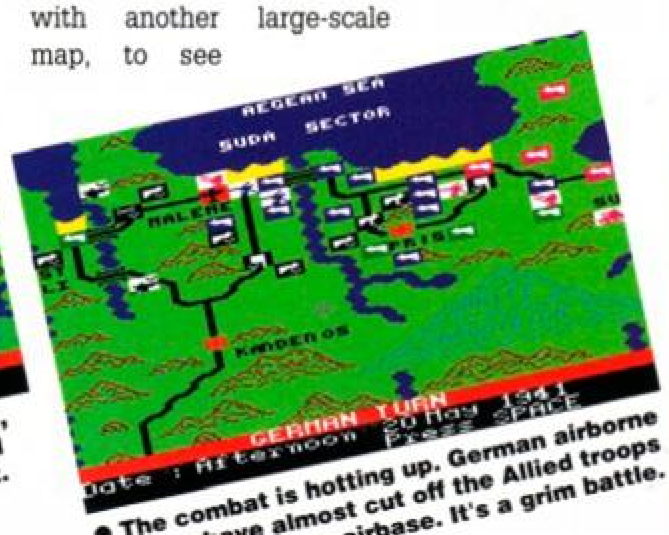
STAYING POWER 6
A lot of 'variability' built into this one.

RATING 66

Just be careful not to twist your ankle when you land.



● Doesn't that azure sea look inviting? Yes, come to sunny Crete and have a wonderful holiday. But wait until the war is over first.



● The combat is hotting up. German airborne infantry have almost cut off the Allied troops defending Maleme airbase. It's a grim battle.

HIT THE BIG TIME



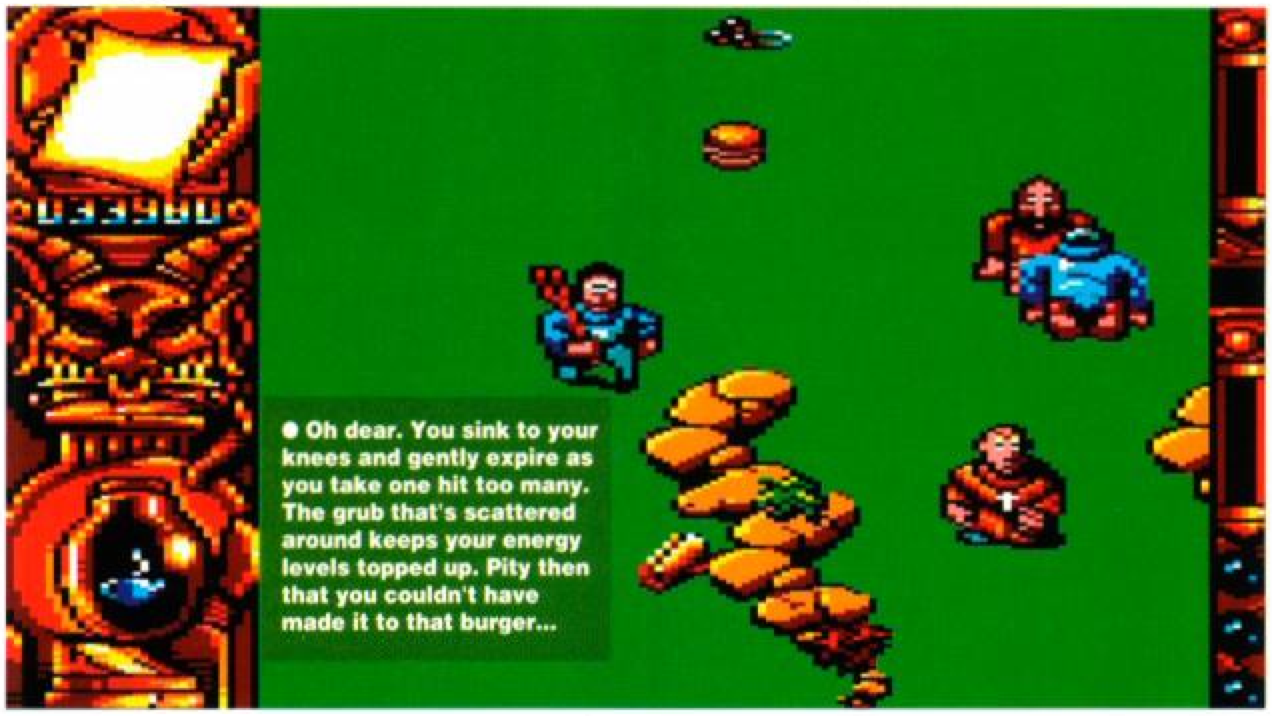
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MYSTICAL

Infogrammes ■ £10.99 cass, £15.99disk



● Oh dear. You sink to your knees and gently expire as you take one hit too many. The grub that's scattered around keeps your energy levels topped up. Pity then that you couldn't have made it to that burger...

You clot! It seems you're a novice magician who's reached the end of his studies but is still daft enough to lose all the Great Wizard's scrolls and phials during a simple course on door-opening.

Not surprisingly, the Great Wizard is steaming. So he sends you off to find all those missing items, which have been strewn across parallel worlds populated with nasty gods who are jealous of the Great Wizard's Power.

Fortunately, the Great Wizard is not a bad old giffer, and will let you use the magic spells released by the items as you find them to defend yourself. This means that you can do all sorts of ghastly things to the enemy before they do equally nasty things to you. You can shoot them, destroy them with your aura, make them fall into holes in the ground, turn them to stone and generally ruin their day.

The action takes place over a vertically-scrolling landscape. You see yourself from behind as you plod up the screen, while the baddies move in from the top of the screen. You can move left, right, up and down, and either cast spells against the marauding monsters or simply try to walk round them. Collide with one and although you'll turn it into a pile of bones, it won't do your health any good. Once that gets below a certain level, you sink to your knees and expire gently. Take care, 'cos you've only got three lives...

The attacking monsters come in a bewildering range of shapes. There are cute little girls who nevertheless are trying to shoot you, priests lobbing bibles, 'orrible walking trees and various other mythical monsters. At first you're defenceless against these hordes, but, walk into a spell or scroll and after a moment your little character stops to either drink the potion or recite the scroll, whichever it is. Thereafter, the magic spell comes into operation, and stays working for a fixed time, after which you'd better find some more magic to help you out.

There's an extra twist here, though. If you press the space bar immediately after c ing a potion\scroll, you don't use it but s instead. You can collect up to ten in this and select the one you want to use n you're walking along.

There is also a two-player mode, wh your companion takes charge of a golem start of the game. The golem can't pick use spells, but is very good at jumping up air and landing on the monsters, instantly ing them into a pile of bones...!

The graphics are excellent. The scrol smooth and the characters move nicely, b best thing of all is the sheer humour that's into their design.

Sound, too, is excellent. The various e that accompany the spell-casting are p and add to the humorous treatment of the

The only worry is just how long the ga going to appeal for. The ability to collec use the spells at will adds depth to the play but also makes the game a little tri play - you will often be using the joystic keyboard simultaneously (or trying to!) a going gets progressively tougher.

And even with that extra depth, is really enough to do? Although the game i humorous and very nicely done indeed, really isn't a great deal to it. For sheer medium term entertainment value, th *Mystical* is magic!

Rod La



SECOND OPINION

"Brilliant graphics and superb animation mean that the magical spells often have hilarious results. However, the game itself is very 'samey' all the way through, and the initial fun factor eventually gives way to tedium."

Adam Waring



FIRST DAY TARGET SCORE

Beat the first guardian

MYSTICAL VERDICT

GRAPHICS **94**
Very nicely drawn, and very funny. An extremely polished game.

SONICS **90**
Great music and effects. The sound works really well with the graphics.

GRAB FACTOR **84**
Very easy to get into, and the graphics hook you straight away.

STAYING POWER **56**
Great fun, but more of a novelty than a long-term thing.

AA RATING 79

A great, great game – if only there had b a little more to it.



● Guzzling potions and casting spells are the way to win. Pick your moments for reading out those scrolls, because the bad guys don't stop and wait...



● In two player games, the second player becomes a golem. Brill! Your golem is just about to land on and squash that defenceless little girl.



• The little dragon is very useful indeed. If you manage to capture and mount one, you can use it's swinging tail to knock down any attackers. Additionally, any damage they do will be absorbed by the dragon instead of you. Thus the longer you can stay with your dragon the better you should do. Staying on is not that easy, though.

GOLDEN AXE

Virgin ■ £9.99 cass, £14.99 disk

Get ready for a quest. You (and a friend of your choice) can, if you're in the mood, go and liberate the land of Yuria from the evil control of Death Adder. It sounds a noble proposition, certainly involving the killing of a lot of interesting life-forms, anyway...

You choose the character you wish to become on this awesome trek. The selection is made between three tough cookies, all of whom seem to have serious psychological disorders.

One or two players can take part, choosing which character they want to be. Both can use joysticks if they want, or one can redefine the keys. That done, the quest can begin!

Basically, you must kill all of Death Adder's soldiers. Then you must kill the bloke himself. You start off near Turtle village (no, nothing to do with THOSE turtles). You travel through the woods until some people appear. Then you start hacking and slashing with your sword until they're dead. This really sets the tone for the whole game. Hack, slash, maim, slay. Your opponents do steadily get harder and more numerous as you move further into the game, but even so, it's much of a muchness.

The outlook isn't totally bleak; you might be able to capture some Bizzarians. These are horse-sized dragons. They blast fire at anyone in their way, so are rather formidable foes. The enemy ride them, but if you can unsaddle one, you can leap on and control it yourself.

After every major bout of combat, you get the chance to recover and to collect magic spells as small pixies run onto the screen. They're carrying sacks full of spells, and you must kick, punch or otherwise hurt these little chaps until they throw the spells at you. All you need to do then is collect the spells, and you can be on your way again.

Golden Axe has an excellent 3D-type view of the action. The scenery scrolls as you progress, and the foe attack from both sides. The sprites are large, and there is a profusion of colour. This does occasionally have the effect of confusing the action when the screen is full of characters, though.

The screen scrolls in stages from right to left. You advance carefully, ready with the Fire button. This is your fight control. And there are quite a few moves available. Each character has a different combat technique; as well as sword slashes, they kick, barge and thump the enemy. It takes a fair bit of practice to master all the nuances of killing your foe, but it is necessary if you are to proceed.

Some baddies are very big and powerful, and when ordinary fighting techniques fail, you'll need the magic collected from the pixies. Hit the magic button and instantly all the on-screen baddies take a large amount of damage. Most should die. Skilful utilisation of your magic combined with neat Bizzarian riding should enable you to see off vast hordes of Death Adder's followers.

The game is actually very slick indeed. The graphics are beautiful; much detail, movement and colour. A plentiful variety of creatures shuffle onto the screen and they all look great. In fact, there is sometines so much happening that it's difficult to see what's what.

Sound effects are also marvellous. The combat noises add a lot to the excellent, smooth graphical display.

And the quest you've embarked upon is a big one. You'll be fighting in the Woods, in Turtle village, on Eagle Island and at Death Adder's castle. Therein could be the games' big problem. When all the lovely graphics and sound effects are removed from the equation, all you are left with is a chopping and kicking game that goes on for a long, long time.

James Leach



SECOND OPINION

"Golden Axe is graphically quite pretty, but the gameplay is a bit too slow and jerky to retain the excitement of the arcade original. Even hacking and slashing gets boring after a while." Adam Waring



• Tyris Flare leaps from a great height onto one of the benign pixies. This is the way to gain magic spells. But the pixies aren't that easy to beat up...



• Gilius Thunderhead successfully attacks one of the pixies. The pot coming out of his bag contains the powerful magic potion he is looking for.

First day target score

Successfully capture a Bizzarian

GOLDEN AXE VERDICT

GRAPHICS **83%**
Hordes of well-drawn monsters, and great backgrounds too.

SONICS **78%**
Arcade-like noises really add to the game.

GRAB FACTOR **75%**
It takes a while to learn the moves, but the action starts right away.

STAYING POWER **72%**
A lot of exciting fighting, but not much else.

AA RATING 75%

A superb chop-em-up, but perhaps lacking in real variety.

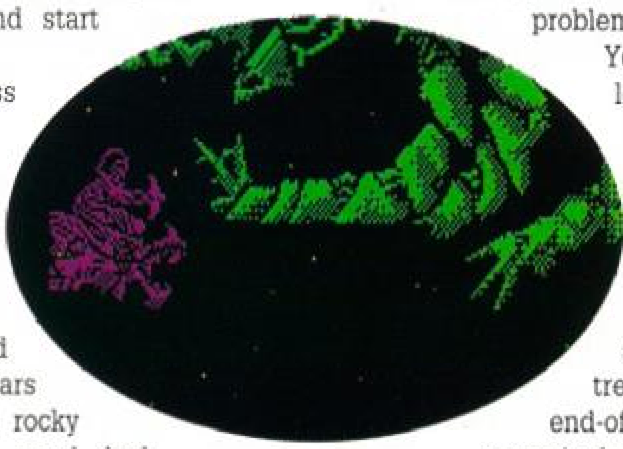
DRAGONBREED



● Stuck behind a great big wall, ar your Dragon refuses to come back to his owner, this does not bode well for the future of your murderous rampage through the galaxy.

ACTIVISION ■ £9.99 cass, £14.99 disk

Strange and beautiful creatures roam the infinite void of space. A myriad of delicate forms, wonderful crystalline organic entities, glitter and sparkle in the light of alien stars. Drifting silently through the universe, they contemplate the mysteries of existence... and then you come along on a dirty great dragon and start shooting the b******s.



Yup, another mindless blast scrolling horizontally across an alien galaxy, and this time you're astride a great big dragon. You, a small, vaguely humanoid figure, sit behind the head of the dragon as it soars majestically above a rocky planet. The dragon is a good deal larger than you, and indeed most of the alien adversaries. His huge tail is indestructible, and it can be used to swipe them darned space critters all the way back to whatever slimy alien backworld they crawled out of.

As if a huge angry dragon wasn't enough, you can collect power-ups by blasting harmless looking sea-horses out of existence. In their smoking trail you will find different varieties of crystal, each having different properties ranging from homing missiles to napalm-breath for your dragon (maybe *he* should try Listerene). You also have available an *R-Type*-style beam, the power of which is dictated by the length of time you hold down Fire, before unleashing various degrees of photon death.

Another novel feature is your ability to jump off your dragon's back and continue your xenophobic rampage along the surface of the planet; Fido the dragon can be brought to heel in case of emergencies with a sharp whistle. Leaping back on to your serpentine mount once more, you soon realise that lickle, ickle, wickle, cutie, pootie aliens, are not your only problem...

You see at the end of eac level your dragon will grow noticably paler as it realises that it now has to pick on someone its own size, or, more accurately, someone five times its size. Now you shiver and tremble, as stonking great end-of-level-guardians drift menacingly onto your monitor. These guardians are capable of quite ridiculously awesome feats of destruction, and soon your vulnerable little dragon-rider will be toasted and his faithful mount, so anguished by the loss of his master, simply explodes.

It is this point more than any other that gives this game a slight edge over the current competition. Learning to make the dragon's wayward tail do what you want it to is a task in itself. Once mastered, the game – and a very difficult one it is too – becomes a little more manageable.



SECOND OPINION

"Dragon Breed is a challenging game, and runs at a fair old rate. So it's a pity about the appalling four colour Speccy-port graphics – that let an otherwise fine game down badly." Adam Waring

Graphically, the game is no stunner, having a very bad case of Spectrumitis, but the graphics are clear and sharp (with the odd exception of some nigh-on invisible enemy bullets), and the parallax scrolling of the backdrop stars is actually quite nice.

Sound suffice with average spot effects adding a little t action. No in-game music to speak of, bu game doesn't really suffer from this oversig.

Gameplay is what makes this shine, the It is a difficult challenge, a good solid sh that'll keep even the most hardened basher happy for a while.

Frank O'Co

FIRST DAY TARGET SCORE

Finish the second level

DRAGONBREED VERDICT

GRAPHICS **69**
Spectrum port with banal colour scheme but neat scrolling.

SONICS **70**
Reasonable selection of spot effects but nothing special.

GRAB FACTOR **70**
Instantly playable, but initially frustrating.

STAYING POWER **74**
Very difficult – a long and draining challenge awaits.

RATING 72

Difficult but rewarding horizontal blas Pity about the Speccy graphics, though.



● I am here to chew bubble gum, and kick ass... and I'm all out of bubble gum. It's time to eat plutonium death, vile alien scum.



● Uh, oh... the alien fiends swoop down and try to chew off your vulnerable bit (the dragonrider, that is).



● There aren't enough monsters to kill in space, so you go native and waste anythir that slimes on the ground.

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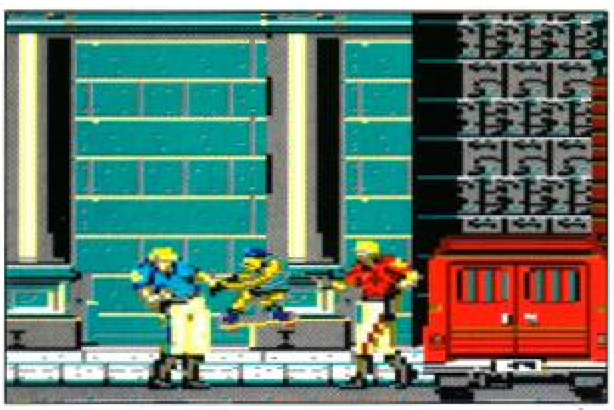
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Converted from the Sega coin-op, ESWAT stands for Enhanced Special Weapons And Tactics. The ESWAT are a division of cyber-organic police officers capable of inflicting total devastation upon any villain foolish enough to cross their path. The robotic exoskeleton worn by said police officers is loaded to the brim with expensive and probably very dangerous weaponry.

Starting off as a conventional rozzer, your character must make his way across three horizontally-scrolling, platform-filled screens, at the end of which he will have earned his stripes, and also the right to wear the cybersuit. The object of the game from this point onwards is to restore the city to a state of law and order etc...



● Oh my gosh! It's the fat guy from *Karnov*. He just tried to toast you (and not with champa so whip out your shooter and help him lose some weight. Actually, this guy is a bit of a siss couple of shots should see him pushing up daisies.



● Aargh! The guy from *720 Degrees* tries to end your career with a well-timed jump, waste him officer...

ESWAT

US GOLD ■ £10.99 cass, £15.99 disk

The game is basically a scrolling shoot-em-up. The screen scrolls as you near the right-hand edge, and an assorted array of baddies pop in from either side. Your police officer has a limited supply of bullets which can be replenished at regular intervals.

Platforms appear from time to time, and can be reached by means of a super-jump.

After the third level, the action changes slightly as your copper dons his iron long-johns, and transforms himself into Scotland Yard's equivalent of a transformer robot. Clanking along in much the same way as his conventional alter-ego, roborozzer can now pick up a selection of beefy power-ups and dispatch the crims more efficiently.

So far so good. Unfortunately, the execution is very disappointing. The main problems with the game make themselves obvious from the start. Garish graphics judder shakily across the screen, while the poorly-animated bad guys stagger wildly towards your equally dire sprite. Collision detection too is suspect – often you find your bullets passing harmlessly through the enemy just as they unleash their own volley of knives or bullets.

The control method would be reasonable if it actually worked, but heaven help you if you have to duck and fire at the same time, as you will frequently find yourself soaring gracefully skyward (something it is nigh on impossible to do when you want to).

To add insult to injury, *ESWAT* is ridiculously easy – completing a game within 15 minutes of first loading it is a little too easy by anyone's standards! (And that's without using any of the four available Continues).

Sound is limited to a few bleeps and bangs, and an annoying siren as your car delivers you (slowly) to the scene of the crime.

Unfortunately, the arcade version of this game was a bit dodgy to begin with, so blame for the resulting conversion cannot really be laid at the feet of US Gold.



SECOND OPINION

"The size of the sprites is at first impressive, even if they are a little chunky. The game runs at such a crawl, is jerky, and is so ridiculously easy, however, that there's little to make you want to play again after the first time."
Adam Waring

Very repetitive, and chock full of min and screen glitches, the overall effect i short of abysmal.

On the plus side, however, *ESWAT* is presented, and fans of the arcade origin be able to glean a little entertainment fr game on the Amstrad. However, anyor would be well advised to pocket thei golden beer tokens, and save them for thing better.

Frank O'C

FIRST DAY TARGET SCORE

Complete the game!

ESWAT VERDICT

GRAPHICS 4
'Orrible colours, and poor scrolling are not helped by iffy sprites.

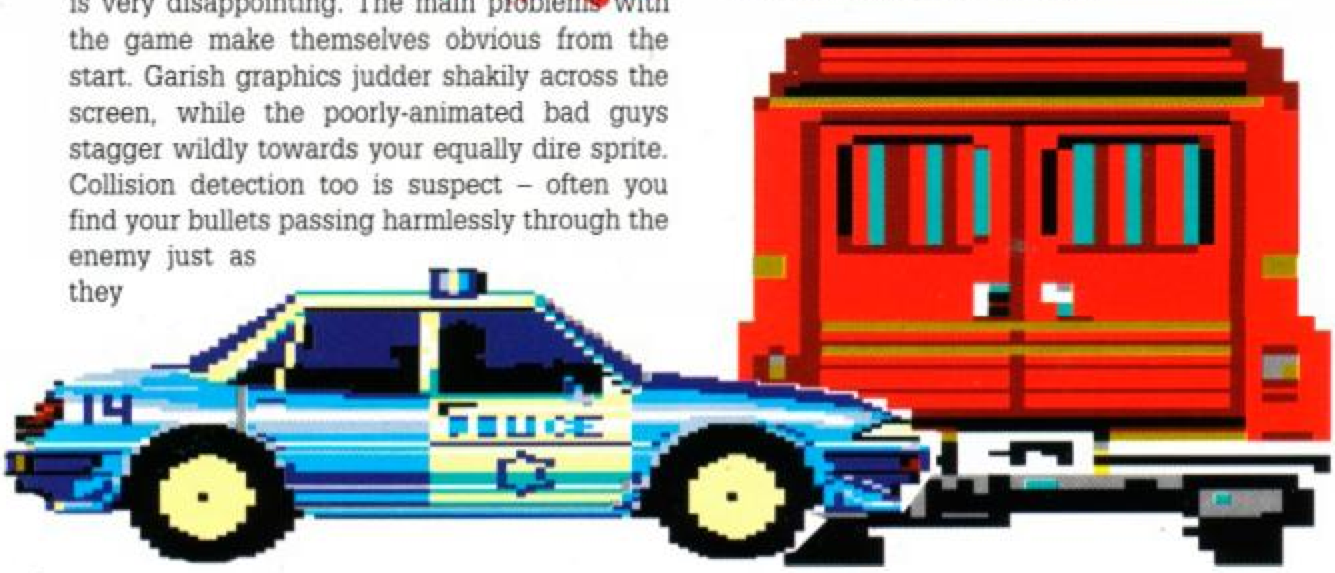
SONICS 2
Oh dear. There isn't much, and what there is is a bit sad...

GRAB FACTOR 5
Well, it has the advantage of being very easy to get into...

STAYING POWER 3
...and the disadvantage of being even easier to complete.

RATING 48

A low-quality conversion of a rather coin-op.



It is the year 2003, and drug use has reached epidemic proportions – more than one fifth of the population of Earth, are addicted to narcotic substances. The drug lords hold all the true political power. Evil and corrupt, they live, isolated, on an island near the coast of Colombia. And having invested $500 million in the latest security and surveillance equipment, they believe themselves to be untouchable...

However, they reckoned without the Narco Police, the most highly-trained law enforcement agency the world has ever seen. Rugged men, square of jaw, and tight of trouser; they have been assembled as an international force, each man the finest his country has to offer.

And the island has a flaw in its security. A network of tunnels runs underground, leading to the nerve centre of the complex. Your objective is to reach this central laboratory complex – and blow it to bits.

The game mixes strategy and arcade action. You must carefully choose all the specialised equipment you need before the mission begins, and distribute it amongst the three groups of five men each you control subsequently. A good range of noisy, explosive weapons soon put paid to any ideas you had of using stealth... From then on, you control each group individually, switching between them for best tactical effect.

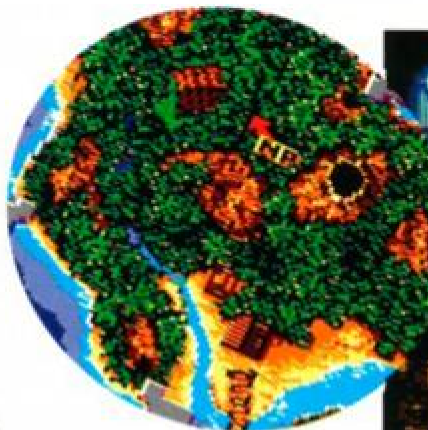
The arcade section plays a little like the Atari coin-op *Xybots*, with your chosen character yomping down the tunnels, which are displayed in colourful, if jerky 3D. Use of weapons is a little odd; you hold down the Fire button and then select the direction you wish to fire in. Simple in theory, but in practice it is slow and unresponsive, and further hampered by the fact that it is very difficult to see just where exactly you are firing! Your only indication is a bang and a muzzle flash. Enemy fire is just as invisible. Realistic, maybe, but very confusing.

The enemy are a wily bunch – clearly, all those mind expanding chemicals have inspired them to new heights of devious stealth. It's not uncommon, when strolling casually through a rocky tunnel, for a few guards to drop suddenly from the ceiling and turn you into mincemeat with a few well-aimed bursts of machine-gun fire. The enemy can shoot or hand-grenade you from their hidden positions, and sudden, unexplained death is a major irritation.

Other problems arise when equipment is brought into use during the game as you dive for the keyboard in an attempt to give medical treatment to your copper, but find that by the time you've typed in the code he's snuffed it...

The graphics are nice, but animation and screen update are not good, though the overall effect is strangely realistic. A genuine feeling of tension takes hold as you creep through the dark tunnels waiting for signs of the enemy snipers...

The style is a bit of a departure, but it's still a typical Dinamic game – extremely difficult in sit where you have little control. Strategis find it too thin, joystick-bashers will fin slow. However, *Narco Police* is well pre and attractively packaged. And the an scenario is admirable. *Frank O'C*



● Above: that's the picturesque little island you've got to blow to smithereens.



● Right: oh my gosh, a whole platoon of drug-dealing scum have foolishly wandered into your sights.

NARCO POLICE

DINAMIC ■ £9.99 cass, £14.99 disk



SECOND OPINION

Graphics are ambitious and the scenario looks a real handful. In practice, though, the graphics are slow and the strategy quite shallow. A commendable attempt, though. Rod Lawton

FIRST DAY TARGET SCORE

Reach the end of a tunnel

NARCO POLICE VERDICT

GRAPHICS 7
Colourful, and well drawn, but the sluggish animation spoils things.

SONICS 3
Very limited... the odd gunshot and a couple of white-noise explosions.

GRAB FACTOR 6
Looks good, but uninformed playing is a fruitless experience.

STAYING POWER 6
A large and potentially fun mission marred by frustrating gameplay.

AA RATING 68

Bold and original, but badly flawed i execution.

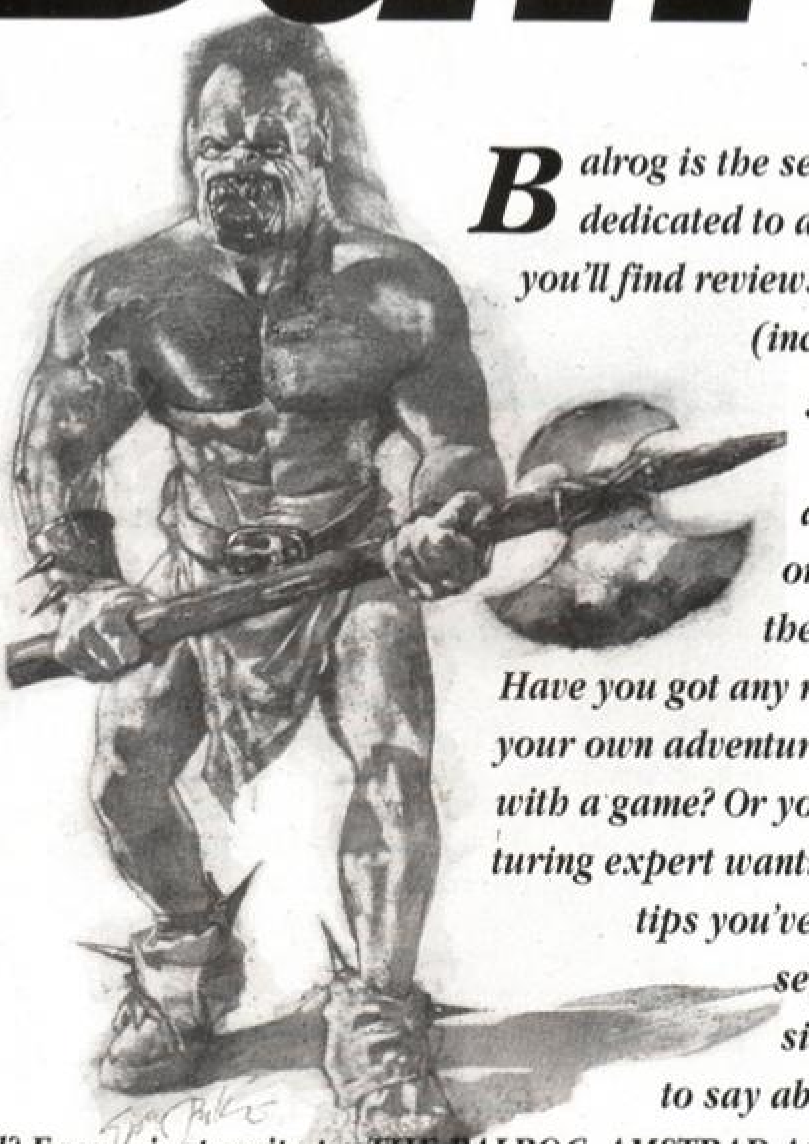


● Ker-blam! If you lose your key, then the obvious solution is a credit card in the lock, failing that, a big missile should suffice.

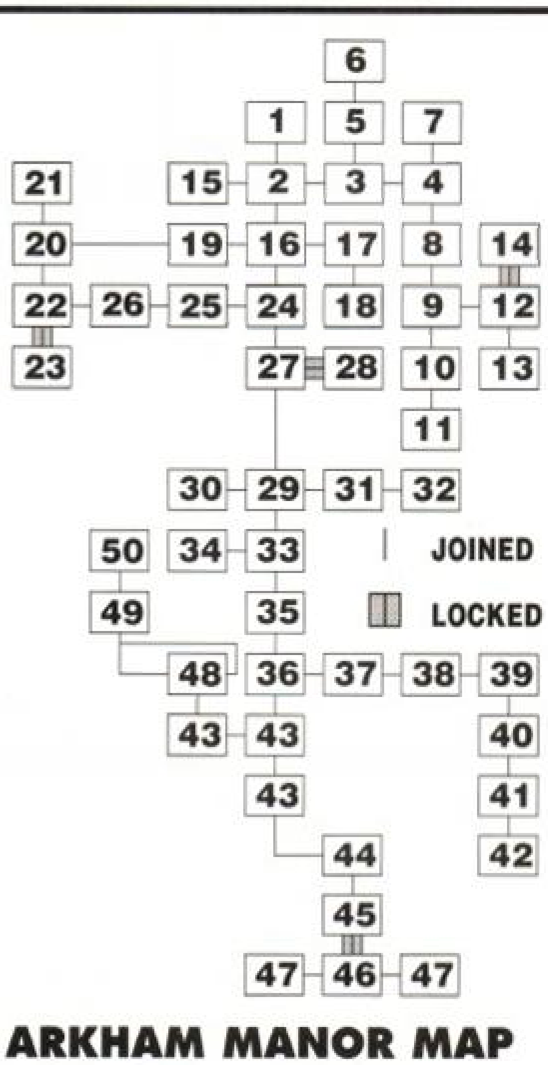


● A bad guy lobs a pineapple in your direction, and retreat is impossible. It's curtains for this narco rozzer.

Balrog



Balrog is the section of the magazine dedicated to adventuring fans. Here you'll find reviews of the latest software (including 'home-brew' games), adventuring help, tips and maps and all the latest news on what's happening on the adventure scene. Have you got any news? Have you written your own adventure? Do you need help with a game? Or you might be an adventuring expert wanting to pass on some tips you've discovered for yourself. And what if you simply have something to say about adventuring in general? Easy – just write to: THE BALROG, AMSTRAD ACTION, BEAUFORD COURT, 30 MONMOUTH STREET, BATH, AVON BA1 2BW.



ARKHAM MANOR MAP
by *Thomas Christie*

1 PLATFORM
2 OUTSIDE STATION
3 GRAVEYARD GATE
4 EAST GRAVEYARD
5 PEEL STREET
6 POLICE STATION
7 NORTH GRAVEYARD
8 SOUTH GRAVEYARD
9 CHURCH FRONT
10 VICARAGE GARDEN
11 VICARAGE
12 CHURCH NAVE
13 BELL TOWER
14 CRYPT
15 TELEGRAPH OFFICE
16 VILLIAGE GREEN
17 HIGH STREET
18 GENERAL STORE
19 BREWER STREET
20 LOUNGE BAR
21 GUEST ROOM
22 PUBLIC BAR
23 CELLAR
24 VILLIAGE POND
25 BANK STREET
26 BANK
27 HARRISON STREET
28 LEMIN'S HOUSE
29 CAMERON ROAD
30 BLACKSMITHS
31 SCHOOL YARD
32 SCHOOL
33 BOXER ROAD
34 11 BOXER ROAD
35 MANOR ROAD NORTH
36 MANOR ROAD SOUTH
37 MANOR LANE
38 BRIDGE ROAD
39 BRIDGE
40 MILL YARD
41 ARKHAM MILL
42 UPPER MILL
43 ARKHAM WOOD
44 MANOR DRIVE
45 MANOR GATES
46 ARKHAM MANOR PART II
47 MANOR WALLS
48 CLEARING
49 FOLLY
50 UPPER FOLLY

Just for Laughs

Have you seen a response in a game that really tickles your funny bone? This month's selection comes from: Christian Aldridge, Essex, Simon Netherwood, Huddersfield and Jason Davis, Macclesfield. Try them out for yourselves...

Base
- Examine calendar
- Help
- Kick door twice when in cell.

Big Sleaze
- Fart!

Corruption
- Try kissing or hitting people
- Get the telephone from Theresas office when she is in there

Island
- Help
- Press button on toilet.

Lords of Time
- Swear
- Shout

Lurking Horror
- Put the dead rat into the vat in the laboratory.
- Try and escape from the rats by climbing onto the cables.
- Turn off the PC while the Hacker is using it.

Stationfall
- Open a box in the Forms Storage Room aboard the SPS Duffy.
- Fall asleep while still aboard the SPS Duffy. Turn off Floyd and search him.
- Shoot something Floyd is holding.
- Shoot something you are holding.
- Use the drill on the balloon creature.

Yarkon Blues
- Put a useless object into the Auto-trader (tm).
- Insert the piece of metal in the museum door way slot.
- Press button B twice.
- Throw the rat poison at the rat.
- Examine the rubbish in the Pawn shop.
- Cut the vines with the sword.

Clue Sniffing with the Balrog

This month's batch of tips and hints are thanks to Simon Avery, Chudleigh, Joan Pancott HPilg, Weymouth, Ross Younger, Edinburgh, Trevor Fuller, Iain McCarthy & Evan Brandon, Debby Howard, London, Ken Stokoe, Northumberland, Simon Netherwood, Brighouse, Adrian Forbes, Gourock, Simon Netherwood, Huddersfield, Jay Honosutouo, Dave Harvard, Thomas Christie, Christian Aldridge, Essex and Paul & Timothy Stitt...

Base

Part 1

- To get photograph: Look in rubbish, get handle, go to the door, get keyring with handle, unlock door with yale key, N, turn on switch on wall, push lever to T, press gold button and get photo.
- Look under bed in maids room to get torch.

Part 2

- To unlock safe: When sentry has gone away for a smoke, go in and swing painting, turn dial left to 7, left to 6, right to 8 and open safe.
- Try to force cabinet in surgery with screw driver from pair of jeans.
- Open saucepan.

Dungeons Amethysts Alchemists 'n' Everything

- Drop the vase after opening the cabinet with the key.

Frankenstein (especially for Rene Johansen)

- Problems with the bear? – Enter forest, N, E, N, W, LOOK AROUND, CLIMB TREE, JUMP TO FLOOR.
- Unscrew the hinges on the chest to open it.

Kingdom Of Hamil

- Forest near field (make sure that you have the talisman, save your position and then one move at a time use the following route through the enchanted maize. The directions shown in brackets will take you back to the previous location if you have left the talis man behind). W (w), E (n), SE (ne), SW (nw), W (nw), SE (ne, w), E (ne), get painting, E (se, e), NE (sw, w), N (e, se), W to Forest near field.

Knight Orc

- To get the lassoo from the hunter, get Denzyl to follow you, then go to the sign posts, then type 'Denzyl, wait, get lassoo, find me, give the lassoo to me'.
- To stop people taking treasure, put it in the bucket.

Knightmare

- In the sentry, ground level, hangs a sword. Take sword will get it and hold fire to use it. (In the sentry there are two guards just waiting for their throats to be cut!)

Kwah!

- To get out the gates just turn into Kevin and type show pass to camera then press record and say "kwah" then press stop. Now if you get taken to the padded cell you can escape by pressing Play. Now you must say Kwah and put the pass in the gap.

Leather Goddesses of Phobos

- In the laundry room, look in well, climb down.

Lords of Chaos

- Pixies are invisible all the time and very good for collecting things.
- Use teleport to get near the portals.
- Ghost is useful for looking in locked rooms, over walls and for finding wizards.
- Always have good fighting animals back and front in scenario 3.

Lords of Time

- Zone 3: Throw the pebble at the skeleton and the club at the caveman.
- Zone 5: Give the sweetmeats to the dogs. Shuffle the cards and give the joker to the jester.
- Zone 7: Get the star with the gauntlet. Take it to the swimming pool.

Lurking Horror

- Before entering the Alchemy department make sure you have the lit flashlight, the knife and the suicide note. Show the note to the prof. Watch the prof closely to see what to do with the knife.
- Put hand in vat, put brass ring on hand then show hand to urchin.

Scapeghost

Part II

- Get the bulb from the hall light and press the switch to kill Luke's ghost. Put the foil in the kitchen light and turn it on to switch off the landing light.
- Freeze the stream to get the map. The five ways to scare Big John are: Charge him, cool him, drop the bulb from the lightholder, pull the curtains and push the creaky stair but only when you see something.

Scary Tales

- Cut open the mattress with the knife from the kitchen.
- Dig with the spade in the garden, buy the cow, and get the beans before planting th in the garden. Next get the bucket and fill with water from the well. Climb the result ing bogstalk, and in the giants kitchen, tie his shoe laces together.
- Give granny the currant cake, then give he the golden egg. Wear the wig, and go to t empty tower and look out of the window.
- To get rid of Faggy, push him into the ove After collecting the potion from Mary, go t the thorny patch and drink it.
- Kiss the princess and give her the choco lates.

Seabase Delta

- To fill the pen with the ink, shoot the octo pus with the speargun, and collect the ink then go upstairs and sign for a new card.
- To get the egg, chew the gum and blow a bubble.
- Also use the gum to stick the dodgy butto in the lift. Use the egg, flower, milk and m ing bowl to make the pancake mix, which you then cook on the hotplate.

Shadows of Mordor

- Make a raft using the rope and logs (after moving them to the edge of the swamp).

Sorcerer

- Put bat guano into cannon to get contents
- Map the maze with fweep.
- Put the matchbook from the storeroom int the receptacle nice and early. (The postma only rings once in Accardi-by-the-Sea!)
- Visit the amusement park before you go through the toll gate. You get a refund for fruity bandit.

Souls of Darkon

- Put the crystal in the fountain and fill the bottle. Give it to the guide and follow him.

Spytrek

- Ask woman to make habit.

Wolfman *Part 1* **(Ben Isba)**

- Once you have the flint you must go to the pool and search it. Then take bulrush. To light the bulrush go Ex2 and then make ho Strike flint now and light bullrush.
- To move skeleton, throw lighter (flint) at i
- To sort the terrible monster from hell, go t it, waitx8, Wx4, howl moon – now you ca kill monster.

Lords & Ladies of Adventure

The following people have pledged help with the games listed, all of which they've completed. Remember, this help is donated free, so keep your requests reasonable – and if you're phoning, make sure it's at a socially-acceptable hour...!

Forest at World's End • Jewels of Babylon • Leather Goddesses • Message from Andromeda
Iain McCarthy, The Old School, Church Lane, Brantham, Manningtree, Essex CO11 1QA

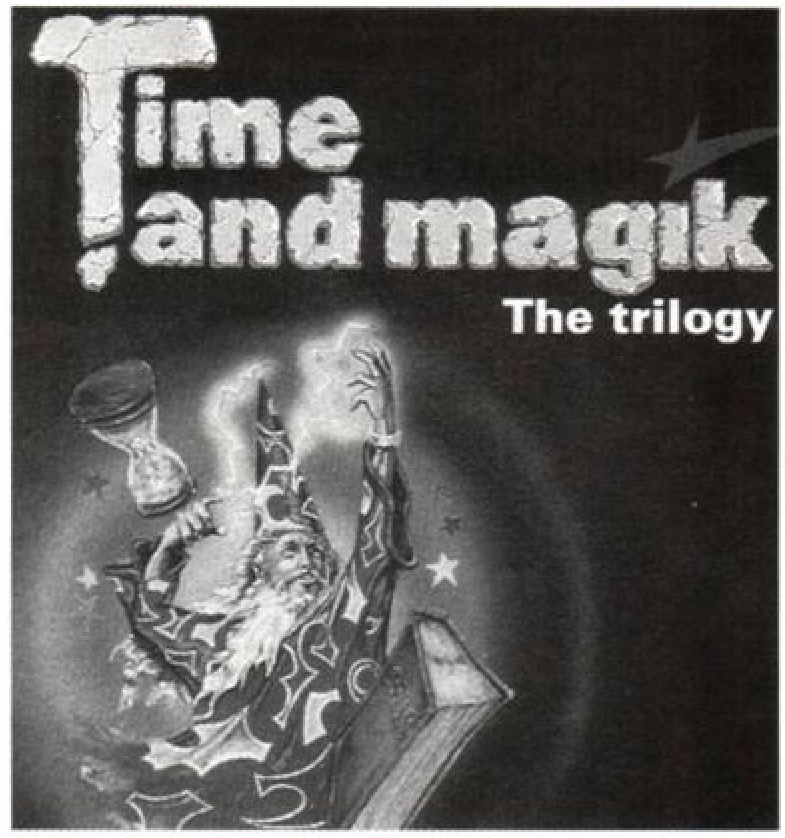
Lurking Horror • Pawn
Adrian Forbes, 37 Victoria Road, Gourock, Scotland PA19 1DF. Tel: (0475) 33633 Mon-Fri 5pm-10pm, Sat & Sun 1pm-10pm

Adult two • Can I Cheat Death? • DAA • Doomlords • Firestone • Forest at World's End • Jewels of Babylon • Scary Tales • Spacy • Welladay
Simon Avery, 'Marden Farm', Old Exeter Road, Chudleigh, South Devon TQ13 0DR

Hitchhiker's Guide • Leather Goddesses • Lurking Horror • Moonmist
Ken Dean, 63 Elmhurst Avenue, Oulton Broad, Lowestoft, Suffolk NR32 3AR

Aftershock • Brawn Free • Cacodemon • Case of the Mixed-Up Shymer • DAA • Espionage Island • Experience • Fantasia Diamond • Forest at World's End • Frankenstein • Grange Hill • Haunted House • Heroes of Karn • Imagination • Inca Curse • Kobyashi Naru • Lancelot • Loosed Orc • Lords of Time • Message from Andromeda • Mindshadow • Pirates • Planet of Death • Quest for the Golden Egg-cup • Rigel's Revenge • Seabase Delta • Ship of Doom • Spytrek • Subsunk • Terrormolinos • Three Weeks in Paradise • Trial of Arnold Blackwood • Warlord
Debby Howard, 10 Overton Road, Abbey Wood, London SE2 9SD

Acheton • Apache Gold • Arnold Blackwood Trilogy • Atalan • Avon • Base • Black Knight • Boggit • Bored of the Rings • Brawn Free • Case of the Mixed-Up Shymer • Castle Blackstar • Castle of the Skull Lord • City for Ransom • Classic Adventure • Colour of Magic • Countdown to Doom • Crystal Theft • Cursed Be the City • Dodgy Geezers • Dracula • DAA • Enchanter • Escape from Koshima • Espionage Island • Fantasia Diamond • 4th Protocol • Guild of Thieves • Heavy on the Magick • Hitchhiker's Guide • Hobbit • Hollywood Hijinx • Hunchback • Imagination • Inca Curse • Infidel • Island • Jinxter • Kentilla • Kingdom of Hamil • Kobyashi Naru • Lost Phirious 1 & 3 • Mindshadow • Mordon's Quest,Mountains of Ket • Necris Dome • Never Ending Story • Not a Penny More Not a Penny Less • Nova • Panic Beneath the Sea • Pawn • Philosopher's Quest • Planet of Death • Project Volcano • QOR • Questprobe 3 • Return to Doom • Rigel's Revenge • Robocide • Scary Tales • Seabase Delta • Seas of Blood • Smashed • Smuggler's Cove • Sorceror • Souls of Darkon • Spellbreaker • Spytrek • Star Wreck • Subsunk • Sydney Affair • Terrormolinos • Top Secret • Vera Cruz Affair • Very Big Cave Adventure • Village of Lost Souls • Zork I • ALL Level 9 and Interceptor games!
Joan Pancott, 78 Radipole Lane, Weymouth, Dorset DT4 9RS. (0305 784155 any day - 1pm to 10pm)



● **Baffled? Bewildered? Beaten? The Lords and Ladies are here to help!**

Colour of Magic • DAA • 4th Protocol • Gems of Stradus • Not a Penny More Not a Penny Less • Return to Eden • Scary Tales • Vera Cruz Affair
William Conlon, 171 Mulvey Park, Dundrum, Dublin 14, Ireland

Forest at World's End • Kobyashi Naru • Message from Andromeda • Quest for the Golden Egg-cup • Rigel's Revenge • Snowball • Venom
Bill Bennett, 171 Stapleton Hall Road, London N4. Tel: (081) 340 3884

Questprobe
Rich Thomas, 85A St. Johns Road, Cannock, Staffs, WS11 3AL. (0543 503045, Mon-Fri, 5-10pm)

Colour of Magic • Forest at World's End • Gnome Ranger • Heroes of Karn • Rebel Planet • Questprobe • Seabase Delta • Subsunk
The Dragon Master, 12 Gretton Crescent, Aldridge, Walsall, West Midlands, WS9 0DY

Knightmare
Ross Younger, 3 Cammo Parkway, Edinburgh

Bard's Tale Club

Are you stuck at some point in this classic adventure/role-playing game? Here's the spot where expert Bardsters offer their wisdom to struggling novices...

David Lace has a party of characters with well over 3111 hit points each (!) and various magical objects but he still cannot enter Mangars Tower!
26 Rectory Place, Distington, Wokington, Cumbria.

Richard Holt is desperate – how does he get into Kylearns or Mangars Tower? What is the name of the Mad God?
153 Arundel Avenue, Flixton, Manchester, M31 3WQ.
Linda Smith has a very useful tip for other Bardists: There exists a spell point regeneration chamber located at 11N,15E level 0 in Harkyn's Castle. Once visited it allows the slow regeneration of spell points in any of the dungeons in the same way as walking in sunlight or using a Bards song.

David Watson loves the Bards Tale but is having problems – he cannot get any further than the catacombs!
8 Auchendores Avenue, Port Glasgow, Renfrewshire, Scotland PA14 6NU.

William Ramage also wants to join the club – he thinks it is the most amazing and addictive game he has! He wants to know the seven words to answer the magic mouth (clue – note down messages found around and you will be able to answer the mouth – Balg).
4 Merlindale, Forth, Lanarkshire, Scotland ML11 8DS. Tel: (0555) 811155.

Type-ins

This is the section of the magazine where we print all those programs you can type in for yourself. They range from games to simple utilities – but don't just have a go at other people's routines, try some of your own. And if you think you're especially handy at programming, why not send us some samples of your work?

Only one thing – keep it short! Anything lon[g] than about 6K is distinctly iffy, and even if we print it we won't send you any more money! S[o] your submissions to:

Type-ins, Amstrad Action, Future Publishing, Beauford Court, 30 Monmout[h] Street, Bath, Avon BA1 2BW

Pyramids

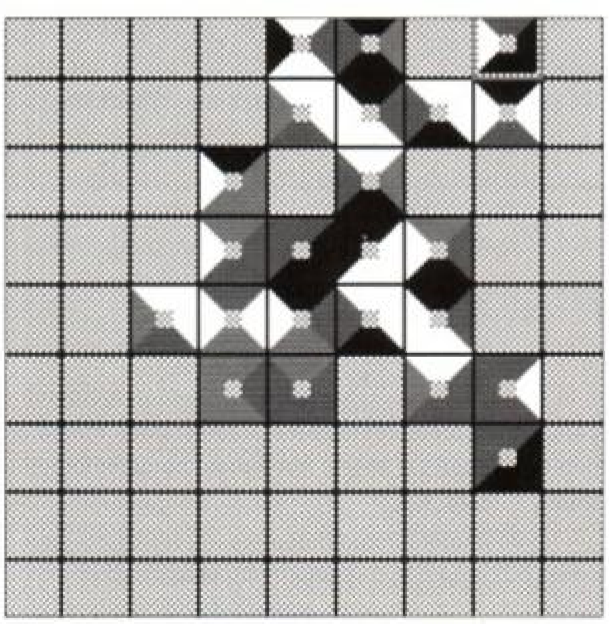
Pyramids is a variation on the domino theme. No, wait... it's good, really it is! The twist is that instead of matching up half-tiles with the correct number of dots, you have to match up colours on up to four sides. The pyramids fit together on a grid.

The idea is to score more points than your opponent. A point is scored for each colour matched up, so keep a look out for those high-scoring opportunities!

You have no choice over the pyramids you're given to place, which are created with randomly-coloured faces. You may rotate the pieces in stages of 90 degres, in order to align the faces with other pieces. To do this press 'R'.

The cursor keys move the blue square with which you position your pieces. When it's in the right place, press Space to place it. Towards the end of the game, it'll get increasingly difficult to place your pieces. If you can't see anywhere to go, press 'P' to pass. If this is done several times consecutively by both players, the game comes to an end.

Bristolian Richard Shepard came up with the idea, and coded it onto his machine. Well done Richard!



● Pyramids is a neat two-player game to challenge your wits and strategic thinking. It makes dominoes look like something out of the Stone Age. (Actually, it er, probably was...)

```
{LjAs} 10·DIM·area·(10,10,1)
{FqAr} 20·opp(1)=1:opp(2)=1·
{MmAx} 30·DIM·goop(43,1):DIM·cred$(42)
{PoAs} 40·d$(2)="SELECT·PLAYERS"
{PkAq} 50·d$(1)="··PLAY·GAME···"
{OsAj} 70·DEG
{IsBw} 80·P=0:MODE·1:INK·3,26:INK·1,26:INK·2,0:
       INK·0,0:BORDER·0:PEN·3
{DoAs} 81·pass(1)=0:Pass(2)=0
{KuAl} 90·goof=0
{HnAx} 100·LOCATE·16,1:PRINT"PYRAMIDS"
{CoDw} 110·LOCATE·15,2:PRINT·CHR$(214);CHR$(143
       );CHR$(143);CHR$(143);CHR$(143);CHR$(143
       );CHR$(143);CHR$(143);CHR$(143);CHR$(215
       )
{MuBn} 120·FOR·I=1·TO·2:LOCATE·13,7+I:PRINT·D$(
       I):NEXT
{EnGi} 130·LOCATE·12,7:PRINT·CHR$(214);CHR$(143
       );CHR$(143);CHR$(143);CHR$(143);CHR$(143
       );CHR$(143);CHR$(143);CHR$(143);CHR$(143
       );CHR$(143);CHR$(143);CHR$(143);CHR$(143
       );CHR$(143);CHR$(215)
{CqCq} 140·PEN·3,1:FOR·I=8·TO·9:LOCATE·12,I:PRI
       NT·CHR$(143);"··············";CHR$(143):
       NEXT:PEN·3,0
{OvGi} 150·LOCATE·12,10:PRINT·CHR$(213);CHR$(14
       3);CHR$(143);CHR$(143);CHR$(143);CHR$(14
       3);CHR$(143);CHR$(143);CHR$(143);CHR$(14
       3);CHR$(143);CHR$(143);CHR$(143);CHR$(14
       3);CHR$(143);CHR$(212)
{MjBl} 160·LOCATE·13,8:PRINT·CHR$(24)+D$(1)+CHR
       $(24)
{MsAl} 170·p=1
{MnAu} 180·EVERY·10,1·GOSUB·390
{PuAo} 190·ORIGIN·300,100
{HlBi} 200·in=2:ii=-10:GOSUB·290:i=0
{PnBn} 210·ii=i:in=1:GOSUB·290:INK·1,26:INK·2,0
{DwAx} 220·IF·goof=1·THEN·GOTO·500
{IvAv} 230·ii=i-10:in=2:GOSUB·290
{FpBp} 240·ii=i+10:in=2:GOSUB·290:INK·1,0:INK·2
       ,26
{PoAs} 250·ii=i:in=1:GOSUB·290
{EqAm} 260·i=i+20
{EmAs} 270·IF·i=360·THEN·i=0
{GvAm} 280·GOTO·210
{CmAq} 290·MOVE·0,100,in,1
{DxAw} 300·DRAW·100*SIN(ii),50*COS(ii)
{HiAp} 310·MOVE·0,100
{JvBk} 320·DRAW·100*SIN(ii-120),50*COS(ii-120)
{FqAo} 330·MOVE·0,100
{EjBl} 340·DRAW·100*SIN(ii-240),50*COS(ii-240)
{AlAx} 350·DRAW·100*SIN(ii),50*COS(ii)
{GvBl} 360·DRAW·100*SIN(ii-120),50*COS(ii-120)
{BvBl} 370·DRAW·100*SIN(ii-240),50*COS(ii-240)
{OtAm} 380·RETURN
{ImAk} 390·X=0
{FxAv} 400·IF·INKEY(2)=0·THEN·X=1
{FvAw} 410·IF·INKEY(0)=0·THEN·X=-1
{IsBi} 420·IF·INKEY(47)=0·THEN·goof=1
{KsAt} 430·IF·X=0·THEN·RETURN
{CtAw} 440·LOCATE·13,7+P:PRINT·D$(P)
{JnAl} 450·P=P+X
{DsAt} 460·IF·p=0·THEN·p=2
{HtAt} 470·IF·p=3·THEN·p=1
{OrBl} 480·LOCATE·13,7+P:PRINT·CHR$(24)+D$(P)+C
       HR$(24)
{MrAn} 490·RETURN
{DnAo} 500·i=REMAIN(1)
{InAt} 510·IF·p=1·THEN·1720
{DrAt} 520·IF·p=2·THEN·540
{JpAs} 530·IF·p=3·THEN·760
{JsAm} 540·MODE·1
{IwAx} 550·LOCATE·13,1:PRINT"SELECT·PLAYE
{IuGi} 560·LOCATE·12,2:PRINT·CHR$(214);CH
       );CHR$(143);CHR$(143);CHR$(143);CH
       );CHR$(143);CHR$(143);CHR$(143);CH
       );CHR$(143);CHR$(143);CHR$(143);CH
       );CHR$(143);CHR$(215)
{AuAt} 570·PRINT:PRINT"Player·1"
{DwAx} 580·PRINT:PRINT"Computer·or·Human"
{AiBs} 590·PRINT:PRINT"Do·You·Wish·Player·
       o·Be·Human(Y/N)"
{EoAx} 600·a$=INKEY$:IF·a$=""·THEN·600
{MqAq} 610·a$=UPPER$(a$)
{OvBs} 620·IF·a$="Y"·THEN·PRINT:PRINT"Huma
       p(1)=1:GOTO·650
{BnBw} 630·IF·a$="N"·THEN·PRINT:PRINT"Comp
       :opp(1)=2:GOTO·650
{DoAl} 640·GOTO·600
{LsAt} 650·PRINT"Press·any·key"
{CkAw} 660·IF·INKEY$=""·THEN·660
{OqBk} 670·LOCATE·1,10:PRINT"········":PR
       ·············"
{LmDk} 680·LOCATE·1,4:PRINT"Player·1":PRI
       NT:PRINT:PRINT"Do·You·Wish·Player·T
       o··Be··Computer(Y/N)"
{ImAx} 690·a$=INKEY$:IF·a$=""·THEN·690
{LkAq} 700·a$=UPPER$(a$)·
{HrBw} 710·IF·a$="Y"·THEN·PRINT:PRINT"Comp
       :opp(2)=2:GOTO·740
{BpBu} 720·IF·a$="N"·THEN·PRINT:PRINT"Huma
       p(2)=1:GOTO·740
{DkAl} 730·GOTO·690
{CqAt} 740·PRINT"Press·any·key"
{DuBl} 750·IF·INKEY$=""·THEN·750·ELSE·80
{ExBk} 1720·INK·0,26:INK·1,0:INK·2,9:INK·3
{LtAu} 1730·play=1:score(1)=0:score(2)=0
{DiBn} 1740·MODE·1:MASK·&X10101010:GRAPHIC
       ·3
{MnAx} 1750·FOR·i=10·TO·10+(40*9)·STEP·2
{FrBk} 1760·MOVE·10,i:DRAW·10+(40*9),i,3,0
{PpAq} 1770·NEXT:MASK·&X11111111
{KmBj} 1780·ERASE·area:DIM·area(10,10,1)
{GuAr} 1790·GRAPHICS·PEN·1
{ItAo} 1800·MOVE·10,10
{CoAo} 1810·FOR·i=1·TO·4
{ApAq} 1820·DRAWR·0,40*9
{HtAp} 1830·DRAWR·40,0
{JoAq} 1840·DRAWR·0,-40*9
{LvAp} 1850·DRAWR·40,0
{HmAl} 1860·NEXT
{KuAq} 1870·DRAWR·0,40*9
{CiAq} 1880·DRAWR·40,0
{DtAq} 1890·DRAWR·0,-40*9
{JpAn} 1900·FOR·i=1·TO·4
{AxAq} 1910·DRAWR·-40*9,0
{EiAo} 1920·DRAWR·0,40
{ImAr} 1930·DRAWR·40*9,0
{KoAn} 1940·DRAWR·0,40
{LxAj} 1950·NEXT
```

```
{IwAp} 1960·DRAWR·-40*9,0
{LxAn} 1970·DRAWR·0,40
{AlAr} 1980·DRAWR·40*9,0
{NsAp} 1990·MOVE·490,170
{LrAo} 2000·DRAWR·40,0
{KsAo} 2010·DRAWR·0,40
{CuAp} 2020·DRAWR·-40,0
{HrAp} 2030·DRAWR·0,-40
{InAt} 2040·x=5:y=5:col=&X11011
{GrBj} 2050·area·(x,y,0)=col:area·(x,y,1)=1
{NkAo} 2060·GOSUB·2080
{DwAn} 2070·GOTO·2290
InAq} 2080·x=x-1:y=y-1
IwAu} 2090·IF·col=0·THEN·3220
LqAv} 2100·col1=col·AND·&X11000000
PpAr} 2110·col1=col1/64
NkAu} 2120·col2=col·AND·&X110000
HtAr} 2130·col2=col2/16
OuAu} 2140·col3=col·AND·&X1100
DjAr} 2150·col3=col3/4
CoAu} 2160·col4=col·AND·&X11
FvAw} 2170·xx=30+(x*40):yy=30+(y*40)
XxAt} 2180·FOR·i=6·TO·18·STEP·2
GsAs} 2190·MOVE·xx-i,yy-i
MvAr} 2200·DRAWR·0,(i*2),col1
CmAq} 2210·MOVE·xx+i,yy-i
FnAs} 2220·DRAWR·0,(i*2),col3
LkAr} 2230·MOVE·xx-i,yy+i
NoAr} 2240·DRAWR·(i*2),0,col2
OuAr} 2250·MOVE·xx-i,yy-i
HwAr} 2260·DRAWR·(i*2),0,col4
MoAk} 2270·NEXT
AqAo} 2280·RETURN
IqAo} 2290·e=INT(RND*4)
AjAn} 2300·col=e
NoAm} 2310·e=INT(RND*4)
GiAo} 2320·col=col*4
KqAo} 2330·col=col·OR·e
PmAn} 2340·e=INT(RND*4)
HwAo} 2350·col=col*4
MoAo} 2360·col=col·OR·e
BkAn} 2370·e=INT(RND*4)
JuAn} 2380·col=col*4
DmAn} 2390·col=col·OR·e
GkAv} 2400·x=13:y=5:GOSUB·2080
CxBj} 2410·IF·opp(play)=2·THEN·3280
HnAw} 2420·ik=3:xxx=1:yyy=9:GOSUB·2690
ElAn} 2430·x=0:y=0
BnBl} 2440·IF·INKEY(50)=0·THEN·GOSUB·2600
PqBn} 2450·IF·INKEY(27)=0·THEN·pt=0:GOTO·3160
BqBi} 2460·IF·INKEY(1)=0·THEN·x=1
CnBi} 2470·IF·INKEY(8)=0·THEN·x=-1
CwAx} 2480·IF·INKEY(0)=0·THEN·y=1
EnAw} 2490·IF·INKEY(2)=0·THEN·y=-1
wBw} 2500·IF·INKEY(47)=0·THEN·GOSUB·2770:IF·f
        ail=0·THEN·3160
CwAx} 2510·IF·y=0·AND·x=0·THEN·2440
PiAr} 2520·ik=1:GOSUB·2690
kAu} 2530·xxx=xxx+x:yyy=yyy+y·
lAt} 2540·IF·xxx>9·THEN·xxx=1
jAt} 2550·IF·yyy>9·THEN·yyy=1·
pAv} 2560·IF·xxx<1·THEN·xxx=9
jAt} 2570·IF·yyy<1·THEN·yyy=9
qAs} 2580·ik=3:GOSUB·2690
mAm} 2590·GOTO·2430
mAs} 2600·a=col·AND·&X11
pAn} 2610·a=a*64
rAv} 2620·col=col·AND·&X11111100
xAq} 2630·col=col/4
tAp} 2640·col=col·OR·a
nAo} 2650·x=13:y=5
qBl} 2660·IF·opp(play)=1·THEN·GOSUB·2080
pAn} 2670·x=0:y=0
mAo} 2680·RETURN
iAt} 2690·xxx=xxx-1:yyy=yyy-1
iBl} 2700·MOVE·10+(xxx*40),10+(yyy*40),ik
qBj} 2710·DRAW·50+(xxx*40),10+(yyy*40)
kBi} 2720·DRAW·50+(xxx*40),50+(yyy*40)
mBj} 2730·DRAW·10+(xxx*40),50+(yyy*40)
oBl} 2740·DRAW·10+(xxx*40),10+(yyy*40)
kAt} 2750·xxx=xxx+1:yyy=yyy+1
lAp} 2760·RETURN
sAq} 2770·fail=0:pt=0
kCr} 2780·IF·area(xxx,yyy,1)=1·THEN·SOUND·1,1
        00,10:SOUND·1,0,10,0:fail=1:RETURN
xBp} 2790·IF·area(xxx-
        1,yyy,1)=1·THEN·GOSUB·2920
```

Getting it right...

For all the programs on these pages to work correctly, they'll have to be typed in EXACTLY right. The tiniest error – a mis-spelt word, or comma in the wrong place – is enough to prevent the program from working!

We want you to get the listings working with the minimun of hassle, so we've developed a number of safeguards.

For a start, the progams are listed in the typeface that your computer uses – all the characters should look exactly the same on screen as they do on the page. The exception to this is the space. We've substituted a dot (·) so that it's easier to see how many spaces you'll need to type in. When you come accross this character, simply replace with a space.

Those strange codes in the {squiggly brackets} should not be typed in. These are special checksum codes to make error checking easier. It's unlikely that you'll get it right first time, at this stage programs need to be thoroughly debugged. However it's an unenviable task; each line needs to be scrutinised for errors. That's where the codes come in! They are generated from the sequence of characters in each line. All you need to do is check these codes from your screen against those printed on these page. If they match, then the line is typed correctly. If not, you've tracked down an error!

You'll need our specially-written program, *Type Writer*, to generate these codes. Once you've typed it in (it's listed opposite) then save it to tape or disk. Now, before typing in a listing, RUN typewriter, answer Y or N depending on the model of your machine, and then type NEW after it's finished. Now start typing. As if by magic the codes will appear after every line whenever you press RETURN. LISTing the program will also produce the codes.

The best way to check that *Type Writer* works is to try it out on itself! If all is well the codes will match up with those that appear with the listing.

```
{LxAn} 10·'Type-Writer
{NkBj} 20·'Public·Domain,·by·Pat·McDonald
{BqAw} 30·'Amstrad·Action·June·1989
{HiBp} 40·flag=0:PRINT:INPUT"Am·I·a·464·(Daft
       ·question!)";h$
{IsBj} 50·a=HIMEM-93:MEMORY·a-1:RESTORE·200
{PjAr} 60·FOR·b=a·TO·a+&5D
{ArAv} 70·READ·c$:d=VAL("&"+c$)
{AsAr} 80·POKE·b,d:e=e+d
{IqAl} 90·NEXT·b
{JmBu} 100·IF·e<>10566·THEN·PRINT"Error·in·da
       ta.·Please·Check.":END
{KuBs} 110·IF·LEFT$(h$,1)="y"OR·LEFT$(h$,1)="
       Y"THEN·POKE·a+8,&A4
{AkAo} 120·z=a+34:e=0
{AlAs} 130·f=ABS(INT(z/256))
{DwAq} 140·g=ABS(((z/256)-f)*256)
{NqAx} 150·POKE·a+40,g:POKE·a+41,f:POKE·a+45,
       g
{CtBm} 160·POKE·a+46,f:POKE·a+57,g:POKE·a+58,
       f
{NkBi} 170·POKE·a+65,g:POKE·a+66,f:POKE·a+77,
       g
{LxAx} 180·POKE·a+78,f:POKE·a+85,g:POKE·a+86,
       f
{FiAu} 190·POKE·a+90,g:POKE·a+91,f
{JmAv} 200·DATA·e5,c5,f5,fe,0d,20,18,21
{NpBi} 210·DATA·8a,ac,01,00,06,51,59,7e
{ClAw} 220·DATA·fe,00,28,11,47,81,10,fd
{ErAv} 230·DATA·4f,eb,09,eb,23,18,f0,f1
{PrAv} 240·DATA·c1,e1,cf,fe,93,3e,20,cd
{GvAx} 250·DATA·22,90,3e,7b,cd,22,90,7b
{KvAt} 260·DATA·07,07,07,07,e6,0f,c6,41
{CxAv} 270·DATA·cd,22,90,7b,e6,0f,c6,69
{ExAv} 280·DATA·cd,22,90,7a,07,07,07,07
{KvAu} 290·DATA·e6,0f,c6,41,cd,22,90,7a
{IpAv} 300·DATA·e6,0f,c6,69,cd,22,90,3e
{JrBj} 310·DATA·7d,cd,22,90,18,c1,4d,61
{NuAl} 320·g=g-34
{GkBm} 330·IF·flag=0·THEN·flag=1·ELSE·GOTO·37
       0
{DvBo} 340·POKE·a+35,PEEK(&BB5B):POKE·a+36,PE
       EK(&BB5C)
{CsBo} 350·POKE·&BB5A,&C3:POKE·&BB5B,g:POKE·&
       BB5C,f
{FwAm} 360·GOTO·50
{DpBp} 370·POKE·a+35,PEEK(&BD2C):POKE·a+36,PE
       EK(&BD2D)
{IqBn} 380·POKE·&BD2B,&C3:POKE·&BD2C,g:POKE·&
       BD2D,f ●
```

```
{NkBn} 2800·IF·area(xxx,yyy+1,1)=1·THEN·GOSUB·2
       980
{ElBq} 2810·IF·area(xxx+1,yyy,1)=1·THEN·GOSUB·3
       040
{KwBn} 2820·IF·area(xxx,yyy-
       1,1)=1·THEN·GOSUB·3100
{PiAt} 2830·IF·pt=0·THEN·fail=1
{NpDr} 2840·IF·fail=1·THEN·IF·opp(play)=1·THEN·
       SOUND·1,100,10:SOUND·1,0,10,0:pt=0:RETUR
       N:·ELSE·pt=0:RETURN
{BiBk} 2850·IF·opp(play)=2·THEN·RETURN
{LiAr} 2860·area(xxx,yyy,1)=1
{DnAu} 2870·area(xxx,yyy,0)=col
{LkAp} 2880·x=xxx:y=yyy
{AnAo} 2890·GOSUB·2080
{FlAw} 2900·score(play)=score(play)+pt
{MjAn} 2910·RETURN
{AqAw} 2920·col1=col·AND·&X11000000
{MkBl} 2930·col2=area(xxx-1,yyy,0)·AND·&X1100
{JiAq} 2940·col1=col1/16
{IsBi} 2950·IF·col1<>col2·THEN·fail=1
{KvAn} 2960·pt=pt+1
{GrAo} 2970·RETURN
{FiAu} 2980·col1=col·AND·&X110000
{MqBl} 2990·col2=area(xxx,yyy+1,0)·AND·&X11
{HoAq} 3000·col1=col1/16
{MnBj} 3010·IF·col1<>col2·THEN·fail=1
{DvAo} 3020·pt=pt+1
{EwAo} 3030·RETURN
{CsAv} 3040·col1=col·AND·&X1100

{HnBm} 3050·col2=area(xxx+1,yyy,0)·AND·&X110000
       00
{KuAq} 3060·col1=col1*16
{GtBj} 3070·IF·col1<>col2·THEN·fail=1
{OlAn} 3080·pt=pt+1
{PmAo} 3090·RETURN
{BsAv} 3100·col1=col·AND·&X11
{BtBn} 3110·col2=area(xxx,yyy-1,0)·AND·&X110000
{MmAq} 3120·col1=col1*16
{NpBj} 3130·IF·col1<>col2·THEN·fail=1·
{OlAo} 3140·pt=pt+1
{OqAo} 3150·RETURN
{ImAt} 3160·ik=1:GOSUB·2690
{EpBu} 3170·LOCATE·25,play:PRINT"Player";play;"
       =";score(play)
{OrBw} 3180·IF·pt=0·THEN·pass(play)=pass(play)+
       1·ELSE·pass(play)=0
{FrBs} 3190·IF·pass(2)>3·AND·pass(1)>3·AND·play
       =2·THEN·3460
{CxBk} 3200·IF·play=1·THEN·play=2·ELSE·play=1
{OrAn} 3210·GOTO·2290
{AiAw} 3220·MOVE·12+(x*40),12+(y*40),2
{AiAo} 3230·DRAWR·0,36
{PvAo} 3240·DRAWR·36,0
{LuAn} 3250·DRAWR·0,-36
{EnAp} 3260·DRAWR·-36,0
{CjAs} 3270·x=x+1:y=y+1:RETURN
{CsBn} 3280·pthi=0:coordx=0:coordy=0:FOR·BB=1·T
       O·9
{BrAp} 3290·FOR·AA=1·TO·9
{MrAm} 3300·fail=0
{KxBk} 3310·IF·area(aa,bb,1)=1·THEN·fail=1
{MkDk} 3320·IF·area(AA-
```

```
        1,BB,1)=0·AND·area(AA,BB+1,1)=0·AND·area
        (AA+1,BB,1)=0·AND·area(AA,BB-
        1,1)=0·THEN·fail=1
{OiAu} 3330·IF·fail=1·THEN·3390
{AlAr} 3340·FOR·tri=1·TO·4·
{MtAu} 3350·xxx=aa:yyy=bb:GOSUB·2770
{FrBv} 3360·IF·pt)pthi·THEN·pthi=pt:coordx=aa:c
        oordy=bb:colhi=col
{PwAn} 3370·GOSUB·2600
{InAm} 3380·NEXT·tri
{FqAo} 3390·NEXT·aa,bb
{HmAs} 3400·IF·pthi=0·THEN·3450
{PjBs} 3410·xxx=coordx:yyy=coordy:col=85:pt=0:G
        OSUB·2860
{JwBs} 3420·xxx=coordx:yyy=coordy:col=255:pt=0:
        GOSUB·2860
{HlBt} 3430·xxx=coordx:yyy=coordy:col=85:pt=0:G
        OSUB·2860
{BwBv} 3440·xxx=coordx:yyy=coordy:col=colhi:pt=
        pthi:GOSUB·2860
{DtAn} 3450·GOTO·3160
{GoAm} 3460·MODE·1
{ClBk} 3470·IF·score(1)=score(2)·THEN·a$="Draw"
{GtBm} 3480·IF·score(1)>score(2)·THEN·a$="Playe
        r·1·Won"
{PvBn} 3490·IF·score(1)<score(2)·THEN·a$="Playe
        r·2·Won"
{JrAt} 3500·e=INT((40-LEN(a$))/2)
{KsAo} 3510·FOR·i=1·TO·24
{CjAu} 3520·LOCATE·e,i:PRINT·a$:NEXT
{KxBk} 3530·LOCATE·13,25:PRINT"Press·Any·Key";
{PtBi} 3540·IF·INKEY$<>""·THEN·3540
{FwBm} 3550·IF·INKEY$=""·THEN·3550·ELSE·80
        ·THEN·LOCATE·1,25:PRINT ●
```

Big Dump

No, it's nothing to do with lavatorial activities. Big Dump produces printed screen copies in fifteen shades on Epson-compatible printers (such as the Citizen 120D). A full screen output takes two sheets of of paper. Kevin O'Rourke from Stirling is responsible for the program.

```
{FsAp} 5·'BIG·DUMP
{ApAr} 6·'by·Kevin·O'Rourke
{FuAs} 10·MODE·1:CALL·&BC02
{FuCt} 15·IF·INP(&F500)<>30·THEN·LOCATE·1,25:PR
        INT·"PRINTER·ERROR/PRINTER·OFF·LINE!":GO
        TO·15
{ImFi} 16·PRINT·"FULL·SCREEN·15·SHADE·DUMP":PRI
        NT:INPUT·"File:",f$:INPUT·"Mode:",m:PRIN
        T·"When·the·computer·beeps·once·wind·the
        ···paper·on·to·the·start·of·the·nex-
        t·sheet."
{CxBt} 20·PRINT·"THEN·PRESS·ANY·KEY.":PRINT·CHR
        $(7):CALL·&BB18
{HjAp} 30·MODE·m:LOAD·f$
{ClAn} 40·GOSUB·170
{MnAl} 50·WIDTH·255
{NpDr} 60·PRINT·#8,CHR$(27);"%1";CHR$(0);CHR$(2
        7);"A";CHR$(3);CHR$(27);CHR$(126);"3";CH
        R$(7);CHR$(27);CHR$(83);CHR$(1);
{GoAj} 70·o=0
{JuAq} 80·FOR·y=399·TO·0·STEP·-2
{KvAl} 90·a$=""
{OuAu} 100·FOR·x=0+o·TO·319+o·STEP·2
{OpAv} 110·v=TEST(x,y):a$=a$+HEX$(v,1)
{CsAm} 120·NEXT·x
{HmAp} 130·PRINT·#8,a$
{OxAk} 140·NEXT·y
{HtBv} 150·IF·o<>320·THEN·o=320:PRINT·CHR$(7);:
        CALL·&BB18:GOTO·80
{OjBq} 160·PRINT·CHR$(7):LOCATE·1,1:PRINT·"FIN-
        ISHED!":END
{PwGm} 170·RESTORE·190:FOR·s=0·TO·15:READ·n,d1,
        d2,d3,d4,d5,d6:PRINT·#8,CHR$(27);"&";CHR
        $(0);CHR$(n);CHR$(n);CHR$(0);CHR$(d1);CH
        R$(0);CHR$(d2);CHR$(0);CHR$(d3);CHR$(0);
        CHR$(d4);CHR$(0);CHR$(d5);CHR$(0);CHR$(d
        6);:NEXT·s
{HrAn} 180·RETURN
{BjAr} 190·DATA·48,0,0,0,0,0,0
{GsAu} 200·DATA·49,64,4,0,16,2,0
{HoAv} 210·DATA·50,0,10,64,4,32,8
{NkAv} 220·DATA·51,2,41,64,18,8,36
{ExAs} 230·DATA·52,34,20,37,2,72,4
{JsAv} 240·DATA·53,18,4,44,77,4,32
{OxAv} 250·DATA·54,10,34,41,72,2,18
{FiAu} 260·DATA·55,72,36,26,40,5,80
{OkAw} 270·DATA·56,75,32,77,16,42,84
{DsAx} 280·DATA·57,10,34,93,18,106,84
{NjBi} 290·DATA·65,90,36,81,22,106,85
{OpAv} 300·DATA·66,42,85,56,86,57,85
{FkAw} 310·DATA·67,87,120,86,91,53,109
{ImAv} 320·DATA·68,43,117,91,54,109,127
{JxAv} 330·DATA·69,127,119,95,117,127,127
{GuBj} 340·DATA·70,127,127,127,127,127,127 ●
```

Cursor

Cursor was written by David Ware (from Stubbington, not Fareham!) in response to Michael Morgan's Forum request (*AA62*). It prints a non-overwriting pointer on screen. As listed, it's pretty useless, but incorporated into your own routines it should prove invaluable.

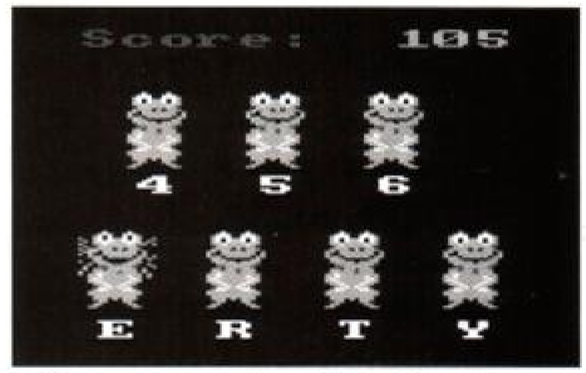
```
{HoAm} 1·'·Cursor
{PqAm} 2·'·by·David·Ware
{IkBm} 10·SYMBOL·255,128,192,224,240,224,32,16,
        16
{HjAm} 20·TAG:x=0:y=0
{JnAx} 30·MOVE·x,y,2,1:PRINT·CHR$(255);
{JsBj} 40·FRAME:MOVE·x,y,2,1:PRINT·CHR$(255);·
{IrAm} 50·a$=INKEY$
{LjBl} 60·IF·INKEY(0)=0·THEN·y=y+6:GOTO·120·
{KqBl} 70·IF·INKEY(2)=0·THEN·y=y-6:GOTO·120·
{IvBm} 80·IF·INKEY(8)=0·THEN·x=x-6:GOTO·120·
{ExBn} 90·IF·INKEY(1)=0·THEN·x=x+6:GOTO·120·
{ElBi} 100·MOVE·x,y,2,1:PRINT·CHR$(255);·
{CnAm} 110·GOTO·40
{HtBj} 120·FRAME:MOVE·x,y,2,1:PRINT·CHR$(255);
{ErAm} 130·GOTO·40 ●
```

Gribbet

Dead silly, this one, but good fun all the same. It's a variation on those memory games where you have to repeat an audio-visual sequence. The computer displays it first, and you have to copy it. The series of sound and colour gets longer and longer.

The silliness factor comes from the frogs. The tune is sung by these amphibians, and you have to replicate their croaks verbatim.

The program was produced by Sean McManus, who lives in a pond in Stevenage. Gribbet!



● Have you ever played that 'Simon' game – you know, the one where you have to remember a sequence of notes? Well Gribbet uses little green frogs instead of coloured panels...

```
{HwAn} 1·'·Gribbet·!
{OnAu} 2·'·(C)·1991·Sean·McManus
{FsAj} 3·'
{KtCj} 4·'·With·greetings·2·MJT/MJD/MEB/MAC/PT/
        GE/HL/BM/JM/KM/King·Bug/Fred
{FuAj} 5·'
{CpDu} 6·MODE·1:PEN·1:INK·1,26:PAPER·0:INK·0,3:
        BORDER·3:LOCATE·16,7:PRINT"Gribbet·!":LO
        CATE·10,10:PRINT"By·Sean·McManus·-·1991"
{IwFn} 7·MEM=32717:FOR·G=1·TO·8:CHK=0:FOR·H=0·T
        O·76:READ·A$:POKE·MEM,VAL("&"+A$):CHK=CH
        K+VAL("&"+A$):MEM=MEM+1:NEXT:READ·CHK$:I
        F·VAL("&"+CHK$)<>CHK·THEN·PRINT"Error·in
        "(g*10)+110:STOP·ELSE·NEXT
{NtHp} 8·CALL·&BC02:INK·0,0:BORDER·0:INK·1,26:I
        NK·2,6:INK·3,15:INK·7,25:INK·9,19:INK·10
        ,18:INK·14,9,0:INK·15,9,26:SPEED·INK·10,
        250:MODE·0:FOR·h=1·TO·2:FOR·g=5-
        h·TO·12·STEP·3:CALL·&7FCD,1,2+g,h*7:NEXT
        ·g,h:k$="##456ERTY":WINDOW·#1,8,20,3,3:P
        EN·#2,3:PEN·2
{HjHr} 9·LOCATE·6,5:PRINT"Score:":WINDOW·#2,13,
        20,5,5:PEN·#1,7:TAG:MOVE·210,217:PRINT"4
        ··5··6";:MOVE·176,100:PRINT"E··R··T··Y";
        :TAGOFF:SYMBOL·255,48,254,22,60,116,210,
        254,16:LOCATE·20,24:PEN·7:PRINT·CHR$(255
        );:DIM·s(20):WHILE·LOSE=0:s=s-
        (s(20):FOR·g=1·TO·s
{LuHj} 10·s(g)=INT(RND*6)+1:GOSUB·13:NEXT:WHILE
        ·INKEY$<>"":WEND:FOR·G=1·TO·S:A=0:WHILE·
        A<=2:A=INSTR(K$,UPPER$(INKEY$)):WEND:IF·
        S(G)=A-
        2·THEN·GOSUB·13:NEXT:PRINT#1,"RIGHT·!":F
        OR·G=500·TO·300·STEP·-
        3:SOUND·7,G,1,10:NEXT·ELSE·LOSE=1:GOTO·1
        2
{EkCm} 11·FOR·h=1·TO·s*5:score=score+1:PRINT#2,
        score:SOUND·7,0,1,15:NEXT:PRINT·#1
{LxCj} 12·WEND:PRINT#1,"Wrong":FOR·g=300·TO·900
        :SOUND·7,g,1,5:NEXT:RUN·7
{LsFj} 13·x=3+s(g)*3-(s(g)>3):y=7-
        7*(s(g)>3):x=x+(s(g)>3)*11:CALL·&7FCD,2,
        x,y:SOUND·1,s(g)*150,5,15:SOUND·2,s(g)*1
        00,5,15:SOUND·4,s(g)*200,5,15:FOR·h=1·TO
        ·600:NEXT:CALL·&7FCD,1,x,y:RETURN
{BvHi} 14·DATA·DD,6E,00,DD,66,02,DD,7E,04,F5,CD
        ,1A,BC,F1,11,02,80,FE,01,28,03,11,04,81,
        01,20,08,C5,E5,1A,77,23,13,10,FA,E1,01,0
        0,08,09,30,04,01,50,C0,09,C1,0D,20,E9,C9
        ,20,10,00,00,00,00,00,00,00,00,00,00,41,
```

```
        00,00,0A,00,00,00,00,D7,82,05,AF,00,00,1
        4D8
{NiHr} 15·DATA·00,41,FF,AA,55,FF,0A,00,00,41,BF
        ,EB,D7,7F,0A,00,00,41,BF,EB,D7,7F,0A,00,
        00,41,5F,4B,0F,AF,0A,00,00,00,87,87,87,0
        F,00,00,00,41,4B,0A,0A,0F,0A,00,00,87,05
        ,87,0F,0F,05,00,00,82,41,0F,0F,0F,05,00,
        00,0F,82,0F,0F,0A,0F,00,00,41,0F,00,00,1
        131
{DwHu} 16·DATA·05,0A,00,00,05,87,0F,05,0F,0A,00
        ,00,00,0F,0F,0F,0F,08,00,00,00,0C,0F,0F,
        0E,00,00,00,41,0E,CC,4C,8D,00,00,00,05,8
        7,CC,4C,8D,00,00,00,C3,E9,8D,0F,8D,0A,00
        ,00,87,AD,0F,0F,AD,0A,00,00,D6,0F,0F,0F,
        5E,0A,00,00,87,AD,0F,0F,AD,0A,00,00,41,E
        06
{DxHn} 17·DATA·5E,0F,5E,0F,00,00,00,00,0F,AD,AD
        ,82,00,00,00,41,FC,0F,5E,E9,00,00,00,87,
        87,0F,0F,C3,0A,00,00,C3,4B,0F,4B,C3,0A,0
        0,00,05,C3,87,C3,87,00,00,00,41,0F,41,41
        ,0F,00,00,00,00,0F,00,41,0A,00,00,00,41,
        0A,00,00,87,00,00,00,87,00,00,00,05,0A,E
        C2
{CpHm} 18·DATA·00,20,10,00,00,00,00,00,00,00,00
        ,00,00,41,00,00,0A,00,00,00,00,C2,82,05,
        85,00,00,00,41,80,80,40,40,0A,00,8A,41,8
        0,C1,C2,40,0A,45,45,41,C0,C1,C2,C0,0A,8A
        ,8A,41,4A,4B,0F,85,4F,45,45,00,87,87,87,
        0F,00,00,8A,CB,4B,0A,0A,0F,0A,00,45,87,1
        298
{FwHw} 19·DATA·05,87,0F,0F,05,00,8A,82,41,0F,0F
        ,0F,05,00,00,0F,82,87,0F,82,0F,45,00,41,
        0A,00,00,05,0A,8A,8A,05,87,00,00,0F,0A,0
        0,00,8A,0F,0E,0D,0F,08,8A,45,00,0C,0F,0F
        ,0E,00,45,45,41,0E,C9,C3,8D,45,00,8A,05,
        87,CC,4C,8D,45,00,8A,C3,E9,8D,0F,8D,0A,1
        1B0
{LmIi} 20·DATA·8A,00,87,AD,0F,0F,AD,0A,8A,00,D6
        ,0F,0F,0F,5E,0A,00,00,87,AD,0F,0F,AD,0A,
        00,00,41,5E,0F,5E,0F,00,00,00,00,0F,AD,A
        D,82,00,00,00,41,FC,0F,5E,E9,00,00,00,87
        ,87,0F,0F,C3,0A,00,00,C3,4B,0F,4B,C3,0A,
        00,00,05,C3,87,C3,87,00,00,00,41,0F,41,1
        382
{FqFx} 21·DATA·41,0F,00,00,00,00,0F,00,41,0A,00
        ,00,00,41,0A,00,00,87,00,00,00,87,00,00,
        00,05,0A,00,18,00,00,00,00,00,00,00,00,0
        0,00,00,00,00,00,00,00,00,00,00,00,00,00
        ,00,00,00,00,00,00,00,00,00,00,00,00,00,
        00,00,00,00,00,00,00,00,00,00,00,00,00,2
        2A ●
```

Message Sparkler

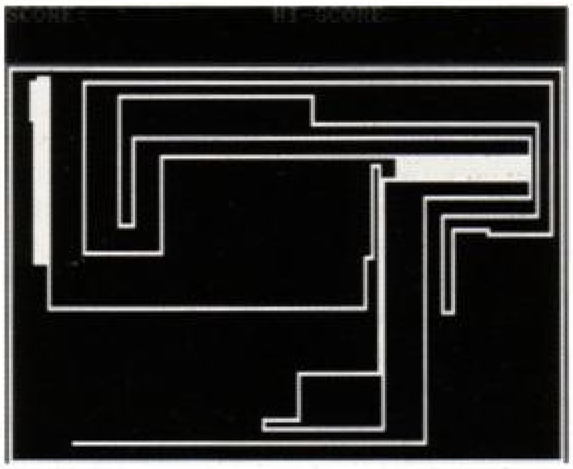
Jazz up that boring text with Message Sparkler. The utility is a culmination of the programming powers of Basingstoke-based John Hillier and Simon Hope. Directions of how to alter the program to suit your own purposes are given in the REM statements at the start of the program.

```
{LqAq} 10·'·Message·sparkler.
{IlAr} 20·'·By·John·Hillier.
{HxAs} 30·'·Amstrad·Action·1991.
{EtAj} 40·'
{JpAn} 50·'·USER·NOTES·:·-
{AkGp} 60·'·This··progam··will··display··and···
        ·····sparkle··any·text·of·your·-
        choice········which···is··held··in··line
        ··180.········Change·the·first·"y"·in·-
        line·190········and·the·first·"x"·in·lin
        e·200·to········position·your·tex-
        t·on·the·in·the
{IvAt} 70·'·specified·location.
{DiAj} 140·'
{KwAm} 150·z=0:nos=10
{IrBl} 160·CALL·&BBFF:PAPER·0:MODE·1:INK·0,0
{PrBj} 170·BORDER·0:INK·1,11:INK·2,26:PEN·1
{NlBt} 180·a$="MESSAGE·SPARKLER,·"+CHR$(164)+"·
        JOHN·HILLIER"
{BrBm} 190·y=12:y=(25-y)*16+15:IF·z>0·THEN·220
{MuAp} 200·TAG:x=4:x=x*16
{JrAv} 210·PLOT·x,y,1:PRINT·a$;:TAGOFF
{IjAt} 220·a=ROUND(RND*LEN(a$))
{GsBi} 230·IF·a<0·OR·a>LEN(a$)+1·THEN·220
{KpAr} 240·b=(a*16)+x:y=y+1
{JmAq} 250·e=y:f=ROUND(RND*2)
{HnBu} 260·IF·f=1·THEN·270·ELSE·IF·f=2·THEN·e=e
        -18·ELSE·250
{PrBk} 270·PLOT·b,e:c=RND*20:IF·c<5·THEN·270
{FmAp} 280·FOR·d=0·TO·c
{MmAt} 290·PLOT·b,e-d,2:PLOT·b+d,e
{PlAv} 300·PLOT·b,e+d:PLOT·b-d,e:NEXT
{DpAu} 310·FOR·d=c·TO·0·STEP·-1
{KmAt} 320·PLOT·b,e-d,0:PLOT·b+d,e
{MxAv} 330·PLOT·b,e+d:PLOT·b-d,e:NEXT
{GuDo} 340·TAG:PLOT·-5,-5,1:IF·b-
        32<x·THEN·MOVE·x,y-1:PRINT·LEFT$(a$,3);·
        ELSE·MOVE·b-32,y-1:PRINT·MID$(a$,a-1,3);
{LiAw} 350·z=z+1:IF·z=nos·THEN·370
{GuAn} 360·GOTO·190
{FkAx} 370·TAGOFF:CLEAR:CALL·&BBFF:CLS ●
```

Snake

Gobble up those numbers without chomping your own tail. The more you eat, the bigger you get, so the game gets progressively more difficult as the game goes on. It comes from Arthur Vickers of Grimbsy.

Oh, the keys to use are Z - Left, X - Right,] - Up, \ - Down.



● We've all seen those games where you zoom along leaving a line behind you – and must at no point cross your own trail. Well, Snake adds a novel twist. As time goes on, your trail gets wider and wider...

```
{BvBk} 10·REM·***·SNAKES·By·Arthur·Vickers·***
{EuBp} 20·INK·0,0:INK·1,24:INK·2,2:INK·3,6:BORD
        ER·0
{PqAv} 30·DIM·snx%(3000),sny%(3000)
{MkBu} 40·MODE·1:le=9:co=10:x=338:y=200:dx=4:dy
        =0:sc=0:adle=0·
{AnGx} 50·DRAW·0,350,3:DRAW·638,350:DRAW·638,0:
        DRAW·0,0:MOVE·2,2:DRAW·2,348:DRAW·636,34
        8:DRAW·636,2:DRAW·2,2:MOVE·4,4:DRAW·4,34
        6,1:DRAW·634,346:DRAW·634,4:DRAW·4,4:MOV
        E·6,6:DRAW·6,344:DRAW·632,344:DRAW·632,6
        :DRAW·6,6
{DjEk} 60·snx%(1)=320:snx%(2)=324:snx%(3)=328:s
        nx%(4)=332:snx%(5)=336:snx%(6)=340:snx%(
        7)=344:snx%(8)=348:snx%(9)=352:snx%(10)=
        356
{FrBl} 70·FOR·sety=1·TO·10:sny%(sety)=200:NEXT·
        sety
{KrBu} 80·FOR·setsn=1·TO·10:PLOT·snx%(setsn),sn
        y%(setsn),1:NEXT·setsn
{LnCj} 90·PEN·3:LOCATE·1,1:PRINT·"SCORE=":LOCAT
        E·20,1:PRINT·"HI-SCORE="
{MrBu} 100·PEN·2:LOCATE·10,1:PRINT·sc;"···";:LO
        CATE·30,1:PRINT·hi;"···";
{FjAn} 110·GOSUB·240
{EkDj} 120·IF·adle<>0·THEN·adle=adle-
        1:le=le+1:GOTO·140·ELSE·ta=co-le:IF·ta<1
        ·THEN·ta=3000+ta
{OvDk} 130·PLOT·snx%(ta),sny%(ta),0:PLOT·snx%(t
        a)+2,sny%(ta):PLOT·snx%(ta),sny%(ta)+2:P
        LOT·snx%(ta)+2,sny%(ta)+2
{IsCl} 140·nx=snx%(co):ny=sny%(co):nx=nx+dx:ny=
        ny+dy:co=co+1:IF·co=3001·THEN·co=1
{FqAt} 150·snx%(co)=nx:sny%(co)=ny
{JiCt} 160·te=MAX(TEST(nx,ny),TEST(nx+2,ny),TES
        T(nx,ny+2),TEST(nx+2,ny+2)):IF·te=1·THEN
        ·GOTO·350
{NlAx} 170·IF·te=2·THEN·GOSUB·290
{DoBl} 180·PLOT·nx,ny,1:PLOT·nx+2,ny:PLOT·nx,ny
        +2:PLOT·nx+2,ny+2
{EqBq} 190·IF·INKEY(71)>-1·AND·dx<>4·THEN·dx=-
        4:dy=0
{JxBs} 200·IF·INKEY(63)>-1·AND·dx<>-
        4·THEN·dx=4:dy=0
{PoBo} 210·IF·INKEY(19)>-1·AND·dy<>-
        4·THEN·dx=0:dy=4
{LsBo} 220·IF·INKEY(22)>-
        1·AND·dy<>4·THEN·dx=0:dy=-4
{EwAn} 230·GOTO·120
{OjBq} 240·fx=INT((590*RND)+20):fy=INT((300*RND
        )+25):fv=INT(9*RND+49)
{HuBm} 250·LOCATE·1,1:PRINT·CHR$(23)+CHR$(1):TA
        G
{NrBl} 260·PLOT·-1000,-
        1000,2:MOVE·fx,fy:PRINT·CHR$(fv);
{PvBn} 270·TAGOFF:LOCATE·1,1:PRINT·CHR$(23)+CHR
        $(0);
{DkAn} 280·RETURN
{FuAr} 290·GOSUB·250:fv=fv-48
{EmAo} 300·sc=sc+fv
{PmAw} 310·LOCATE·10,1:PRINT·sc;"···";
{LqAt} 320·adle=adle+(fv*8)
{PvAm} 330·GOSUB·240
{BtAn} 340·RETURN
{MwAw} 350·FOR·dum=0·TO·1000:NEXT·dum
{GxBr} 360·LOCATE·1,2:PEN·3:PRINT·"Press·space·
        to·play."
{NrAs} 370·IF·sc>hi·THEN·hi=sc
{DpAu} 380·WHILE·INKEY(47)=-1:WEND
{JsAx} 390·LOCATE·1,2:PRINT·"··················
        ·········"
{CoAm} 400·GOTO·40 ●
```

All your own work?

Make sure that the listings you submit to Amstrad Action are your own work! Don't send us 'modified' listings, based on someone else's program.

For instance, a listing in published last month (*AA65*) originally appeared in *AA42*. The original author wrote to us, exposing the the fraud. Why, he wonders, do we not check the listings more thoroughly? Well David, issue 42 is over two years old, we've had a complete turn-around in staff in that time, and besides, it's impossible for us to remember that far back!

However, if you should notice about any blatant copies that appear in these pages then we'll take the appropriate action... Payment will be witheld from any programs printed that are not your original work. You have been warned!

Free for all

Caroline Lamb is back to welcome you to the serious Public Domain column that is guaranteed to be 100% free from Ninja turtles...

Before I start this month's column a word about a mistake I made in a previous column – I gave the wrong telephone number for Penguin Software. The correct number is 0483 763223. Sorry, it was a tipping eeror on my part...

The Complaints Department

A Mr. X wrote to me and explained that he had written off to a PD Library for some programs on disk. The disks were returned very quickly but it contained all sorts of programs that Mr. X had NOT ordered. He sent me the detailed list of programs that he had originally asked for and a list of the programs that had come back from the library and asked me why he had not received the programs he ordered.

I must point out that Mr. X had written to the library concerned before he wrote to me but was still waiting for a reply.

So I sat down and had a good look at the lists and after a couple of minutes pondering I suddenly realised what was going on. Mr. X HAD received ALL the programs he had asked for but (probably because he was new to computing) he couldn't see the wood for the trees – or rather, see the program for the files. Confused? I'll explain...

A 'program' can be made up of several constituent 'files' which may or may not have the same name as the program itself. Let's take a fictitious program called 'Amstrad' as an example. It is supposed to be 123K long but when I CATalogue the disk I find the following files:

```
AMSTRAD .BAS 1K
ENDGAME .BIN 4K
GAME1 .BIN 36K
GAME2 .BIN 10K
HISCORE .DAT 1K
LOADER .SCR 17K
MANUAL .DOC 20K
PIC1 .SCR 17K
PIC2 .SCR 17K
```

At first glance it seems I've been duped – the Amstrad program is only 1K long not 123K. In fact, all of these 'files' are involved with the program 'Amstrad.'

AMSTRAD.BAS is a short file which simply loads a pretty title screen (LOADER.SCR) up on your monitor and then tells the computer to load the main program file (GAME1.BIN) into memory at a certain place. This may take a little while, which is why you've got a pretty picture on the screen to look at in the meantime. Once this is sorted out the program then loads in the first game screen (PIC1.SCR) and lets you begin the game.

When you successfully complete the first level of the game the program then loads in both the second part of the game (GAME2.BIN) and also the second game-screen (PIC2.SCR.)

GET IN TOUCH

If you are running a Public Domain library, write to me here at the *Amstrad Action* office and tell me all about it. If you want me to review some of your library's programs (think about the free publicity!), send them in on a 3-inch disk and I'll have a look. But (and this is a big BUT) if you want your disk returned, please scribble your name and the return address clearly on the disk label, not the case label (don't send me disk cases, they get lost.)

You don't have to be running a Public Domain library to get in touch with me personally, either – anybody can write in and tell me about their experiences with PD programs, the libraries that supply them or the back-up service provided.

DESERTED ISLAND DISKS

"Imagine that you were a cast-away on a desert island with just your CPC for company, Caroline – what ten PD programs would you choose to take with you and why?"

This month I'm looking at another of my choices – NULU

Truly a PD library (utility)

This is a *NewSweep* workalike program, that is to say they both share very similar features and at first glance they look like the same program. But that's where the similarity ends. Once upon a time someone wrote a program which acted as a Library Utility program and called it LU. Time passed and someone else came along and wrote a new version of LU and instead of calling it NewLU decided to call it NULU instead.

OK, that's all very well, but what does a Library Utility do in the first place? Good question. As you probably know, a disk directory can contain any number of filenames up to a maximum of 64 entries that relate to files of less than 16K. Any more than that and you will receive a "directory full" error message when you try to save a file to disk.

Ordinarily, this disk limitation isn't too much of a problem and most users aren't even aware of its existence. But suppose you had a tendency to use your word-processor to write and save very small text files which are only 1K in length? Once you have saved 64 of these 1K text files, that's it. You can't save any more files even though (if the disk is Data formatted) you have only used 64K of a disk that still has 114K free to use. Is there any way to get around this problem?

This is where NULU enters the equation. A library file, which can be recognised by it's .LBR file extension, is a single CP/M file which contains one or more smaller files as its members. Each file is written into the library and recorded in the library directory, which appears as only one entry on the disk. After that, it may be accessed for viewing, printing, or execution or may be extracted from the library to assume the status of a stand-alone file once again.

In other words, you could put 62 1K files into a library, call it something like FILES.LBR and it will only take up one directory entry even though it contains your 62 files. Aha – why am I only talking about 62 files now and

WHERE TO GO

- The CP/M User Group, 72 Mill Lane, Hawley, Dartford DA2 7RZ. The best CP/M user group in the UK and they have lots and lots of quality PD. Bung them a few quid for a copy of the latest newsletter.
- DW Software, 62 Lascelles Avenue, Withernsea, North Humberside HU19 2EB. DW is the source of the marvellous WIMP environment desktop reviewed last month, as well as an gargantuan grab bag of other quality programs. Six clams will get you a PD disk bulging with software.
- Penguin software Library, Ruxley House, 28 Mount Hermon Road, Woking, Surrey, GU22 7UH (0483 763223). This is a new Library run by Dave Carter which has managed to gather together a very impressive list of PD programs from various sources including some programs that Dave has written himself. If you want to p p p pick up a p p p penguin disk phone Dave on and ask him to send you a copy of his one page newsletter. Each Penguin disk costs 50p for a single side and £1 for two sides. If you want Penguin to supply the disk, then bung on another £3 for every disk you order.
- The Public Domain Software Library, Winscombe House, Beacon Road, Crowborough, Sussex TN6 1UL, Tel: 0892 663298. Send SAE for free C/PM catalogue.· The Pussycat Bulletin Board (V21, V22, V22bis and V23) on 061 236 0351 available 24hrs a day, is a new bulletin board which deals specifically with matters CPC, CP/M and PCW. There's loads of downloads available and no registration fee required (can't be bad!)
- Robot PD Library, 2 Trent Road, Oakham, Rutland, LE15 6HF. Robot has mostly Amsdos programs which include a good range of demos, games and utilities in its list. Send 45p, a blank formatted disk and a SAE for some sample programs or if your one of those retiring cautious types who consider the idea of sending 45p off to an unknown address absolutely outrageous, you can simply send an SAE for a free catalogue. Cassettes are also available, once again send an SAE for a free catalogue
- Scull PD Library. A new library run by Alan Scully up in sunny Glasgow. Software is available on both cassette and disk, and although the library's pretty new, there's already an impressive catalogue of wares. Two cassettes-full will set you back 50p + stamped SAE + blank cassettes, £1 + stamped SAE + blank disk will get you two sides of software. Write to Scull PD Library, 119 Laurel Drive, Greenhills, E Kilbride, Glasgow G75 9JG.
- TUG II 0905 775191 V21/22/22bis/23 8N1. A bulletin board with a lively CPC section and a large amount of downloadable code. The board operates for 23 hours a day (what's this guy doing for the other hour?), so you should be able to make contact.
- WACCI UK, 9 South Close, Twickenham TW2 5JE. Telephone 01 898 1090. As well as being a public domain library, WACCI is a fanzine of truly singular quality. Bung a quid and a half to 9 South Close and you'll receive a smaple issue with the PD lists contained therein.

If you manage to finish level two the program then loads the third and final part of the program (ENDGAME.BIN) which doesn't seem to need a new game-screen.

If you've got this far and managed to score enough points, the program will now read in the high-score table (HISCORE.DAT) and write your details in the appropriate position and display them on the screen.

And the file called MANUAL.DOC? Well that's the file containing the documentation about the program 'Amstrad.' Load it into your word-processor and it will tell you how to play the game properly!

The next thing, of course, is the question of what all those suffixes on the end of the file-names mean – .BIN, .BAS, .DOC and all that lot.

Well, a file's name consists of three parts:

AO:FILENAME.EXT

I'm not going to explain the first part (A0:) because it's optional and unless you have two disk-drives it isn't very useful. The second part is the unique, identifying 'filename' which can be anything up to eight characters (any combination of letters or numbers) in length but must not contain any punctuation marks (*,.:;<=>?[|]) or embedded spaces.

The filename is followed by the extension, separated by a dot between two. The file extension is an optional extra three letters which can tell you reams about the type of file you are currently looking at.

For example, if a file has the extension .BAS then you can be reasonably sure that, if the proper conventions have been followed, it is an Amsdos Basic file. I've listed out some of the more common ones and their meanings in Figure 1. As you can see there are quite a few of them. To compound matters further you can actually make up your own extensions. So if you have written a text file you can draw attention to the fact that it is meant to be read by saving it with the filename and extension READ.ME – the extension .ME doesn't really have any logical meaning.

But it gets worse! From the list in Figure 1. you can see that different file extensions can be used to describe similar types of files. Oh dear...

Figure 1

Filename extensions and their meanings:

.BAS An Amsdos Basic file.
.BAK A BAcKup file.
.DOC A documentation (or text) file.
.ASC An ASCII text file.
.TXT A text file.
.COM A CP/M COMmand file.
.SUB A CP/M SUBmit file.
.LBR A CP/M LiBRary file.
.LIB A CP/M LIBrary file.
.DAT A data file.
.BIN A Machine Code BINary file.
.HEX A Machine Code file.
.OBJ A Machine Code OBJect file.
.REL A RELocatable Machine Code file.
.SCR A SCReen file.
.PIC A PICture file.
.$$$ A temporary file.

not 64?" Well that's because I've assumed that I'm using a one-drive system and that I'm saving my LBR to the same side of the disk as the one the original files are on. Because the resulting .LBR file is 18K long it takes up two directory entries and so you can only have 62 original files on the disk.

The original files can now be erased, leaving 160K of disk space and 62 directory entries free for use.

The reasons for using NULU are many. For instance, under CP/M each file occupies a minimum amount of disk space. This amount can range from 1k to 16k, depending on the system. Even though a file may only be 1 byte in length, it will still occupy the minimum required amount; the rest of the space is wasted. Putting these files in a library minimises the possible waste to 127 bytes.

Additionally, using library files can simplify the process of categorisation by including several files of similar types or subjects into one .LBR file makes it easier to keep track of them.

Nothing in life is ever that simple, though, and there are also dangers associated with using libraries. The main one is that if a library file is lost or damaged, all of the member files are lost as well (ouch!) The solution can be summed up in one word, though: BACKUP, which is defined as "something you should have done ten minutes before your disk drive started making that funny clunking noise."

Almost as important as backing up libraries is the use of discretion when deciding what to put into them. Let's face it, if a file is in a library it is not as easy to get to. If you need to get to a file every 15 minutes, it probably shouldn't be in a library except as a back-up measure.

Extra extra!

You get an unexpected bonus at this point in the shape of a review of a little CP/M utility called LT29. Although NULU does a deeply marvellous job, it has to be admitted that it is a shade fiddly to use.

As yet there is no way round this when it comes to putting files into a library, but help is at hand when it comes to unpacking them again. LT29 is a smashing little program that unsqueezes/uncrunches and de-libraries files from an LBR file all in one go. Very handy indeed, and as it's only 7K long it's small enough to have a copy on each of your disks that contain .LBR files.

Conclusion

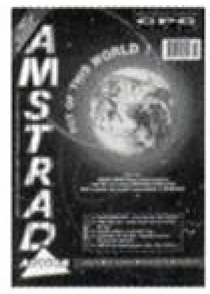
NULU and LT29 are essential inclusions in your collection of disk-utility programs. You can get hold of them from most good CP/MPD Libraries (see the 'Where to Go' box for more details and addresses.)

SUBS PRICES HELD! SA

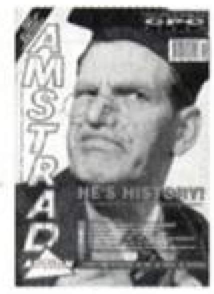
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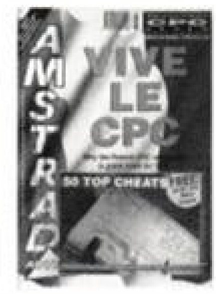
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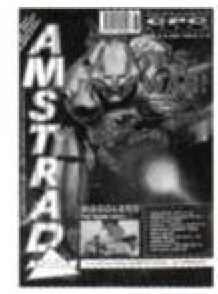
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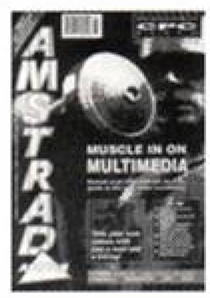
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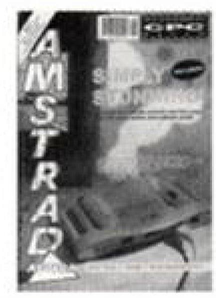
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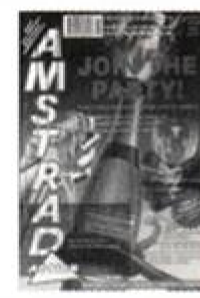
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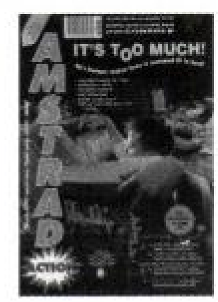
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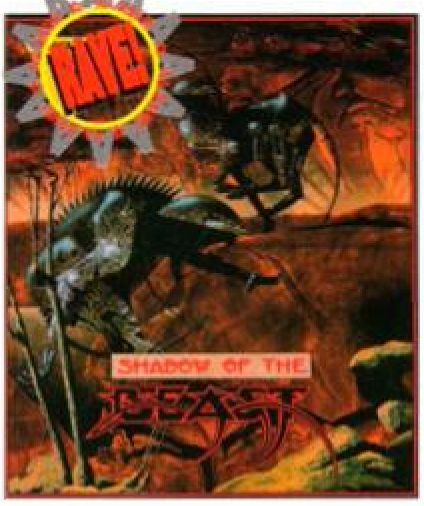
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Lords of Chaos **is the magical sequel to *Laser Squad*, one of *AA*'s all time favourite strategy wargames.**

SHADOW OF THE BEAST

The 8-bit version of the scrolling beat-em-up that set new standards on the 16-bit machines. Excellent graphics, tough gameplay and huge levels to explore.

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Cheat Mode

Uncle Phil parks another skipful of tips in Future's foyer...

Are you stuck on your favourite game? Could you use some help? This is the place! Every month, AA's champion of cheating, Phil Howard, assembles all the best hints, tips, pokes, maps and solutions sent in by our readers.

Passwords, keypress cheats and maps speak for themselves, but for determined cheaters is also the arcane art of poking...

- **Pokes – these are short programs which alter the game as it's loaded. They are developed by hacking specialists to alter such things as the number of lives you have, amount of energ yetc.**
- **Multiface pokes – these work with Romantic Robot's little black box (Multiface). This gadget lets you do clever things which include 'poking' around in a program to change the number of lives etc. It's similar to ordinary pokes, but much, much easier.**

Quattro Adventure

A longish poke from Dunstable's Andy Price, but look what you get for your money, a cheat for every game on the *Quattro Adventure* compilation – that's four cheats, plus lots of other bits. Remember, if you pause *Ghost Hunter* and type *Complex*, or *Dizzy* and type *Trowbridge* you can access the built-in cheat routines.

```
{AnAs} 1·'·Quattro·Adventure
{GwAr} 2·'·by·ANDY·PRICE
{FsAj} 3·'
{NtAs} 10·DATA·2a,38,bd,22,2d
{JnAr} 20·DATA·be,ac,ad,21,37
{PlAr} 30·DATA·bd,3e,c3,77,23
{ItAr} 40·DATA·3e,21,77,23,3e
{BiAt} 50·DATA·be,77,21,40,00
{EsAs} 60·DATA·e3,11,00,bb,00
{NwAq} 70·DATA·c3,4a,3a,41,50
{LxAs} 80·DATA·af,32,3a,95,3e
{AqAs} 90·DATA·04,32,25,89,00
{HwAt} 100·DATA·21,3d,be,22,4f
{PtAs} 110·DATA·bf,c3,00,bf,c3
{CxAs} 120·DATA·88,13,21,23,be
{MvAt} 130·DATA·22,e3,39,3e,c3
{NxAs} 140·DATA·32,e2,39,21,40
{JtAs} 150·DATA·00,11,00,bb,e5
{NmAr} 160·DATA·eb,e5,c3,b7,39
{KqAs} 170·DATA·dd,e5,dd,21,91
{OsAs} 180·DATA·01,3e,d0,dd,77
{AlAr} 190·DATA·00,3e,6f,dd,77
{HwAr} 200·DATA·01,3e,cd,dd,77
{NqAs} 210·DATA·02,dd,e1,f1,f3
{PtAr} 220·DATA·c9,3e,34,32,5b
{LxAs} 230·DATA·2d,18,c5,00,00
{CrAs} 240·DATA·06,05,11,00,ac
{InAs} 250·DATA·21,28,be,cd,77
{OpAs} 260·DATA·bc,eb,cd,83,bc
{MmAr} 270·DATA·23,e5,cd,7a,bc
{JiAt} 280·DATA·21,1b,be,22,92
{DoAs} 290·DATA·ac,c9,3e,ee,32
{FtAt} 300·DATA·22,61,3e,c9,32
{AnAu} 310·DATA·97,6c,c3,d0,76
{KiAq} 320·DATA·52,4f,42,49,4e
{MnAr} 330·DATA·06,0d,11,00,c0
{LpAs} 340·DATA·21,28,be,cd,77
{EsAt} 350·DATA·bc,eb,cd,83,bc
{FqAs} 360·DATA·23,e5,cd,7a,bc
{OnAt} 370·DATA·21,1b,be,22,fe
{AsAr} 380·DATA·a4,c9,3e,c9,32
{PvAr} 390·DATA·cf,61,3e,02,32
{IjAr} 400·DATA·ca,61,c3,73,61
{KmAq} 410·DATA·47,48,4f,53,54
{ClAt} 420·DATA·2d,48,55,4e,54
{OwAp} 430·DATA·45,52,53
{OiAv} 440·RESTORE·10:start=&BE00
{JmAu} 450·finish=&BE20:GOSUB·770
{MtAs} 460·MODE·1:INK·1,15:INK·0,0
{KxAp} 470·PRINT"1.·Dizzy"
{HoAr} 480·PRINT"2.·Vampire"
{CmAw} 490·PRINT"3.·Ghost·Hunters"
{MtAw} 500·PRINT"4.·Super·Robin·Hood"
{KnAu} 510·PRINT:INPUT"Number>·",no
{NuAu} 520·ON·no·GOSUB·530,600,650,700
{DpAt} 530·RESTORE·80:start=&BE21
{CpAv} 540·finish=&BE29:GOSUB·770
{FsBi} 550·CLS:PRINT"Inf·lives·active"
{CqAx} 560·INPUT"Speed·of·Dizzy·(1..10)",s
{MwAu}
570·POKE·&BE26,s:POKE·&BE2A,&CF
{HnAt} 580·POKE·&BE04,&2B:MEMORY·&2FFF
{FsAt} 590·LOAD"dizzy":CALL·&BE00
{FwAt} 600·RESTORE·100:start=&BE00
{OnAs} 610·finish=&BE43:GOSUB·770
{FvAx} 620·CLS:PRINT"Infinite·lives"
{EoAu} 630·MEMORY·&2FFF:LOAD"vampire"
{DlAo} 640·CALL·&BE0C
{HxAu} 650·RESTORE·330:start=&BE00
{GtAs} 660·finish=&BE34:GOSUB·770
{NvAw} 670·CLS:PRINT"Invulnerability"
{NkAw} 680·PRINT:INPUT"Enter·start·room";r
{GtAs} 690·POKE·&BE21,r:CALL·&BE00
{IuAu} 700·RESTORE·240:start=&BE00
{BpAu} 710·finish=&BE2C:GOSUB·770
{CkBm} 720·CLS:PRINT"Invulnerability·active"
{KtAw} 730·PRINT:INPUT"Faster·Robin";y$
{MiAx} 740·IF·LEFT$(y$,1)="n"·THEN·760
{DnAo} 750·POKE·&BE1C,0
{MnAo} 760·CALL·&BE00
{KsAs} 770·FOR·a=start·TO·finish
{OkAu} 780·READ·b$:b=VAL("&"+b$)
{BlAq} 790·POKE·a,b:NEXT:RETURN
```



Multiface poke for Quattro Adventure:

	Address	Poke	Effect
Dizzy	953A	00	Inf. lives
	8925	No	Speed (1-10)
Vampire	2D5B	34	Inf. lives
Sp Robin Hood	6C97	C9	Invulnerability
	6122	00	Faster Robin
Ghost Hunter	61CA	No	Start room
	61CF	C9	Inf. energy

SEND US YOUR CHEATS

We're always on the lookout for pokes, passwords, maps, solutions etc – and we offer £25 mail order vouchers* to the best ones! Send your submissions to: Cheat Mode, *Amstrad Action, Beauford Court, 30 Monmouth Street, Bath, Avon BA1 1BW.*

* Mail order vouchers can be exchanged for the equivalent value in goods from *Amstrad Action's* mail order pages.

SATAN

Out of the land of shadows and darkness comes Andy (Look out Tesco!) Price with his wizard poke for the colourful Dinamics game *Satan*. The little devil has provided infinite lives for both Part 1 and Part 2 of the disk game. The access code for Part 2 is 01020304

Multiface pokes for Satan disk:

Address	Poke	Effect
6DEB	00	Inf. lives (part 1)
6ABA	00	Inf. lives (part 2)

```
{DiAs} 1·'·SATAN·Cheat·*Disc*
{GwAr} 2·'·by·ANDY·PRICE
{FsAj} 3·'
{LuAr} 10·DATA·21,00,01,11,00
{LxAs} 20·DATA·00,0e,41,df,83
{DoAr} 30·DATA·00,21,00,01,11
{CuAu} 40·DATA·b0,a9,01,c0,01
{MoAr} 50·DATA·ed,b0,21,6c,00
{EmAt} 60·DATA·22,7c,aa,21,65
{BsAr} 70·DATA·00,22,c0,aa,c3
{HqAr} 80·DATA·be,a9,21,6e,00
{MkAt} 90·DATA·22,4e,03,c3,00
{EvAr} 100·DATA·00,3a,df,6f,fe
{HrAs} 110·DATA·3d,20,07,af,32
{CpAt} 120·DATA·df,6f,c3,04,03
{FoAs} 130·DATA·af,32,ae,6c,c3
{DlAr} 140·DATA·04,03,3c,c0,07
{AjAp} 150·FOR·a=&40·TO·&85
{FwAs} 160·READ·x$:x=VAL("&"+x$)
{DlAs} 170·POKE·a,x:y=y+x:NEXT
{JjAs} 180·IF·y<>&1850·THEN·210
{EnAt} 190·PRINT"Press·any·key"
{DjAv} 200·CALL·&BB18:CALL·&40
{NqAr} 210·PRINT"DATA·error"
```



TWINWORLD

Yet another cracker from Andy Price for *Twinpeaks* err... *Twinworld* (I wonder if they are the same place?). No nore nasties is the order of the day. (I don't watch it anyway, these Americans are just too weird!) Use the Multiface poke on the title screen.

Multiface poke for Twinworld on disk:

Address	Poke	Effect
2953	00	No enemies

```
{MkAt} 1·'·Twinworld·Cheat·*disc*
{GwAr} 2·'·by·ANDY·PRICE
{FsAj} 3·'
{NsAp} 10·DATA·21,a7,be,06
{GnAp} 20·DATA·04,cd,77,bc
{OtAp} 30·DATA·eb,cd,83,bc
{DsAr} 40·DATA·cd,7a,bc,3e
{DsAr} 50·DATA·c3,32,f5,40
{CtAq} 60·DATA·21,9d,be,22
{EiAr} 70·DATA·f6,40,c3,00
{KlAr} 80·DATA·40,01,7e,fa
{OtAq} 90·DATA·af,ed,79,32
{GxAr} 100·DATA·53,29,c9,54
{EoAp} 110·DATA·57,49,4e
{ErAq} 120·FOR·n=&BE80·TO·&BEAA
{KqAs} 130·READ·x$:x=VAL("&"+x$)
{GoAr} 140·POKE·n,x:y=y+x:NEXT
{DvAt} 150·IF·y<>&1510·THEN·190
{AqAu} 160·PRINT"Insert·Twinworld"
{OnAs} 170·CALL·&BB18:MODE·0
{DxAp} 180·CALL·&BE80
{AoAr} 190·PRINT"DATA·error"
```



NEW KIDS BLOCK

If it's worrying you that the pokes in *Cheat Mode just* look like a jumble of signs, squiggles and numbers to you, fear not, that's just what they are! Programs, written by specialists to take the control of loading function, alter, and then start the game. What you will need to do, should you want to use one, is:

1) Make sure the routine is written for your format – disk or tape – they will not generally work with both.

2) Type it in to the computer, making sure there are no errors.

• Typing in routines is always prone to errors, so there are a couple of things which are designed to help.

The first are the funny numbers within the "{ }" brackets on the left. They are NOT to be typed in but are a code produced by the TYPE-WRITER program printed in the *Type-Ins* section this issue. It checks each line as it is typed in and produces a code which can be compared with that printed.

Secondly, all SPACES in the lines have been replaced by dots (which cannot be accessed from the keyboard, by the way), the idea being that it makes them easier to see. Got a DOT? Replace with a SPACE!

Quite often the routine itself will have a built in check on the DATA numbers and will advise you if one of them is typed in wrongly. User-friendly or what?

3) Save the program to tape or disk (not the game tape or disk) so that it can be used again.

4) Put in the game tape or disk and type |TAPE or |DISC.

5) Type RUN to run the routine (not RUN "" (CTRL+ENTER) as you normally would)

You should find that the game will load normally, or you will be given instructions on what needs to be done.

LORDS OF CHAOS

Graham Smith is back in fine form, doing over Bladesoft's mystic masterpiece *Lords of Chaos.* You can have infinite experience to spend as you wish, so stock up and create your own chaos. Experience away, but give me rocket launchers any day!

```
{NuAs} 1·'·Lords·of·Chaos·(tape)
{HvAq} 2·'·By·Graham·Smith
{FqAu} 3·'·Infinite·experience
{FtAj} 4·'
{JwAs} 10·DATA·21,00,00,22,de,96
{FlAu} 20·DATA·22,ea,98,c3,72,8a
{MoAw} 30·DATA·21,4e,9f,22,e0,a0
{CoAs} 40·FOR·j=0·TO·17:READ·a$
{KpAs} 50·x=VAL("&"+a$):y=y+x
{PrAs} 60·POKE·40782+j,x:NEXT·j
{CsAq} 70·IF·y<>1994·GOTO·100
{BkAp} 80·LOAD"":MODE·1
{PxAp} 90·CALL·40794
{OsAp} 100·PRINT"data·error
```

Multiface poke for *Lords of Chaos* tape:

Address	Poke	Effect
96DE	00	Inf. experience
96DF	00	
96EA	00	
96EB	00	



TIME MACHINE – the solution

What a stinker Activision's *Time Machine* is! Even when you know what to do, it's virtually impossible! Still, here are some tips. I hope you do better than I did:



●LEVEL 1

Prepare for the Ice Age, cool the zone down and get the teddy bears into hibernation...

Cover the holes with the ROCKS. Go into the next screen and drop POD 1 by the TREE. Shoot the EGGS and get picked up by the PTERODACTYL. Drop off by the CAVE and position POD 2, transport back to the TREE. Chase the small ANIMALS, stun, and then transport them to the CAVE, they will hibernate. After shifting vast amounts the red lights turn to green (great if you have a green screen!) then press key 2 to transport yourself to zone 2.

●LEVEL 2

In the Ice age you now need to warm things up...

Uncover the holes, go to POD 2 and press key 2 to warp to zone 2, drop POD 3 by the CAVE entrance. Transport back to POD 1 then go to zone 2 and take the STICKS to POD 3.

Walk to the right, stand on the highest ground in the middle of the SWAMP and go to zone 1. Stand next to the FLAME and transport it to POD 3. Walk to the side of the RIVER and drop POD 4. Transport to POD 1, get the APPLE and transport to POD 4, if POD 4 is in the right place there will be a bubbling, repeat the process on the opposite bankof the river, then pick up POD 4.

●LEVEL 3

Build a bridge, and supply the cavemen with a round wheel...

Transport back to POD 1, and shoot the EGGS, as you pass the left hand side of the RIVER transport to zone 3, hopefully you should have a broken a BRANCH from one of the trees, repeat for the other side of the RIVER. Go to the screen with the ROUND WHEEL, shoot it, and it will fall from the ROCK. Then pick it up and go right until you reach the SQUARE WHEEL, and drop yours as near to it as possible, if the bubbling stops the level is completed, otherwise re-position.

●LEVEL 4

Kill the giant and regenerate the oil spring...

Go to the CAVE in zone 1 then transport to zone 4. Pick up the BARREL and go to the BRIDGE with the GIANT, put the BARREL down as near as possible to the GIANT. Drop POD 4 next to the BARREL, wait until the GIANT is approaching the BARREL and go to zone 1, transport the FLAME to POD 4, ignite the BARREL and blow up the GIANT. Pick up POD 4

Return to the CANNON, collect another BARREL and go left, when you reach the OIL spring drop the BARREL, then get the FLAME to ignite it.

●LEVEL 5

Repair the time machine and destroy the rock containing the crystal, throw the power switch...

Put POD 4 by the ROCK with the CRYSTAL in, got to the screen on the far right of zone 5. Once several men have been destroyed a BOMB will fall down, when it does transport it to POD 4, and once there shoot it, CRYSTALS will fly. Get POD 4 and transport to zone 5, walk to the TIME MACHINE and place POD 4 by it. Transport to zone 2 go to the SWAMP and find the CRYSTAL, transport it to POD 4 and then go to POD 2. Shoot the EGGS, and while you are midway across the SWAMP transport to zone 5, shoot the SWITCH and then jump down. Transport to POD 4, stand behind the TIME MACHINE and crouch down.

Is that it? You'll have to tell me!

Rick Dangerous (I & II)

The tape versions of both *Rick Dangerous 1* and *2* have been sorted by the game players' game player Stephen Troup, of Kings Lynn, who supplies infinite just about everything to see you through both *Dangerous* games.

```
{KqAo} 10·REM·Rick·Dangerous
{BkAt} 20·REM·by·Stephen·Troup
{IuAw} 30·OPENOUT"D":MEMORY·&12FF:CLOSEOUT
{BjAr} 40·MODE·1:BORDER·0
{PvAv} 50·LOCATE·13,2:PAPER·3:PEN·2
{IjAr} 60·PRINT"·RICK·DANGEROUS·"
{BsAt} 70·WINDOW·#1,15,27,10,10
{IxAs} 80·WINDOW·#2,15,27,13,13
{LvAn} 90·LOAD"!RICK"
{NqAm} 100·addr=&BE80
{EkBm} 110·READ·b$:IF·b$="ST"·THEN·CALL·&BE80
{GvAr} 120·POKE·addr,VAL("&"+b$)
{OkAn} 130·addr=addr+1
{AsAm} 140·GOTO·110
{OlAv} 150·DATA·3E,26,32,38,BD,3E,C3,21
{HkAw} 160·DATA·93,BE,32,38,BC,22,39,BC
{GwAw} 170·DATA·C3,00,13,21,9A,BE,22,02
{JjAr} 180·DATA·01,C9,3E,A7
{EqAr} 190·REM·Infinite·Lives
{EnAq} 200·DATA·32,C3,C8
{KxAt} 210·REM·Infinite·Bullets
{GwAq} 220·DATA·32,38,DF
{DqAt} 230·REM·Infinite·Dynamite
{KkAq} 240·DATA·32,90,DF
{ExAr} 250·REM·Leave·Last·Line
{MlAp} 260·DATA·C3,00,E5,ST
```

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Multiface poke for Rick Dangerous tape:

Address	Poke	Effect
88C3	A7	Inf. lives
9F35	A7	Inf. bullets
9F90	A7	Inf. dynamite



MULTIFACE POKES

Captain Slog, star date 464.1 – The Starship USS Cheatmode, on her six-year mission, to boldly cheat where cheats have never cheated (or words to that effect) before... Valiant crew members, Glen Scott from the planet Belton, Kristof Indeherberge from Belgium, Scott Paterson of Thornton and Kenneth Wood of Blyth (with Multifaces set to stun), have re-establish domination of the games listed below, proving once more that there is intelligent life beyond Watford Gap.... Berk out!

NAME	ADDRESS	POKE	EFFECT
Target Renegade (t)	0F28	A7	Inf. lives
Feud (t)	0E57	C9	Inf. time
Shaolins Road (t)	1B10	A7	Inf. lives
Jackal (t)	610B	A7	Inf. lives
		5A65	No No. lives
Barbarian 2 (t)	3D12}	D6	Mega power
		3D13}	10
		3D96}	3A
		3E12	3A Inf. energy
		432F	A7 Inf. lives
Led Storm (t)	5ADB	00	Inf. energy
Trantor (t)	2A7F	00	Inf. time
		0C72	FF Inf. health
		1BB8	00 Inf. fuel
Supertrux (t)	94F5	00	less crashes
Powerdrift (d)	2A82	FF	255 lives
Cabal (t)	1972	00	Inf. lives
Cauldron (t)	8D57}	A7	Inf. lives
		8D58}	A7
		8D59}	A7
Fruity Frank (t)	5A98	00	Inf. lives
Jet Set Willy (t)	57B7	00	Inf. lives
Chuckie Egg (t)	9B5B	00	Inf. lives
Brian Jacks s/star (t)		198D	A7 Full strength (part 1)
		1999	A7 Full strength (part 2)
Dragons Lair (t)	25B7	A7	Inf. lives
Combat Lynx (t)	5899	No	No of choppers
Jack the Nipper 2 (t)	785C	00	Inf. lives

```
{BsAq} 10·REM·Rick·Dangerous·2
{BkAt} 20·REM·by·Stephen·Troup
{MpAo} 30·MEMORY·&9FFF
{LqAm} 40·LOAD"!"
{OuAl} 50·addr=&BE00
{BnBl} 60·READ·b$:IF·b$="ST"·THEN·CALL·&BE00
{DxAq} 70·POKE·addr,VAL("&"+b$)
{FlAn} 80·addr=addr+1
{EvAl} 90·GOTO·60
{ClBi} 100·DATA·DD,2A,38,00,11,10,A0,1A
{MrBi} 110·DATA·DD,AD,12,13,3E,A2,BA,20
{BtBi} 120·DATA·F6,3E,CD,21,1F,BE,32,0D
{HsAx} 130·DATA·A1,22,0E,A1,C3,11,A0,3E
{NkAm} 140·DATA·A7
{HkAr} 150·REM·Infinite·Lives.
{PxAp} 160·DATA·32,23,86
{LiAs} 170·REM·Infinite·Laser.
{CsAq} 180·DATA·32,92,91
{DiAs} 190·REM·Infinite·Bombs.
{GnAq} 200·DATA·32,34,97
{MxAs} 210·REM·Leave·Last·Line.
{AlAv} 220·DATA·AF,06,F6,C9,ST
```

Multiface poke for Rick Dangerous 2 tape:

Address	Poke	Effect
8623	A7	Inf. lives
9192	A7	Inf. laser
9734	A7	Inf. bombs

Jaws

Just when you thought it was safe to go back to the keyboard, a game like *Jaws* comes along! But we don't need Roy Schneider to blow the super sardine out of the sea (Oh yes we do! – Oh no we don't!), as good old Graham has supplied lots of infinite things for the tape version...

```
{KiAv} 1·'·Jaws·(tape)·by·Graham·Smith
{OvAx} 2·'·Infinite·lives,swimmers,
{EmAs} 3·'·time·&·mega-bullets
{FtAj} 4·'
{LuAw} 10·DATA·2a,39,00,22,51,be,21,48
{CsBi} 20·DATA·be,22,39,00,c9,af,32,57
{KnAx} 30·DATA·39,32,c0,3f,32,4a,4e,32
{OqAw} 40·DATA·74,4e,32,eb,51,3e,05,32
{BkAx} 50·DATA·45,4a,3e,1d,32,0b,38,21
{JoAw} 60·DATA·00,c3,22,cf,3d,21,0e,38
{JrAw} 70·DATA·36,bc,23,36,3a,23,36,3e
{JtAv} 80·DATA·23,36,ff,23,36,32,23,36
{FvAw} 90·DATA·16,23,36,c6,cd,1a,36,c9
{KtAu} 100·DATA·e5,21,0d,be,22,a0,2d
{PiAq} 110·DATA·e1,c3:z=48640
{MuAr} 120·FOR·j=0·TO·80:READ·a$
{MrAt} 130·x=VAL("&"+a$):y=y+x
{GjAr} 140·POKE·j+z,x:NEXT·j
{AxAv} 150·IF·y=6609·THEN·CALL·z:RUN"
{FoAq} 160·PRINT"data·error
```

Multiface pokes for *Jaws* tape:

Address	Poke	Effect
3957	00	Inf. time
4A45	05	5 lives part 2
3FC0	00	Inf. mega bullets
4E4A	00	
4E74	00	

WANDERER 3D

"They call me the Wanderer...", anyone like Status Quo? I saw them at the Notts. County football ground (eh?) back in '67, and they still sound exactly the same!!! All of which, once again, has absolutely nothing to do with this cheat from Street's Graham Smith, for Encore's tape game *Wanderer 3D*.

```
{CoAp} 1·'·Wanderer·3D
{PiAm} 2·'·Encore·tape
{NpAs} 3·'·Infinite·shields
{IiAr} 4·'·Infinite·energy
{NoAq} 5·'·Shortens·routes
{MlAq} 6·'·through·black·holes
{FwAi} 7·'
{ArAu} 10·DATA·3e,c9,32,4e,15,af
{OuAt} 20·DATA·32,78,15,3e,05,32
{HiAv} 30·DATA·06,47,32,18,47,32
{LkAu} 40·DATA·24,47,c3,00,07,21
{NlAq} 50·DATA·e3,9f,22,31,a0
{KxAr} 60·FOR·j=0·TO·28:READ·a$
{ArAt} 70·x=VAL("&"+a$):y=y+x
{IwAu} 80·POKE·j+40931,x:NEXT·j
{KlAq} 90·IF·y<>2138·GOTO·110
{NmAr} 100·LOAD"":CALL·40954
{HuAq} 110·PRINT"data·error
```

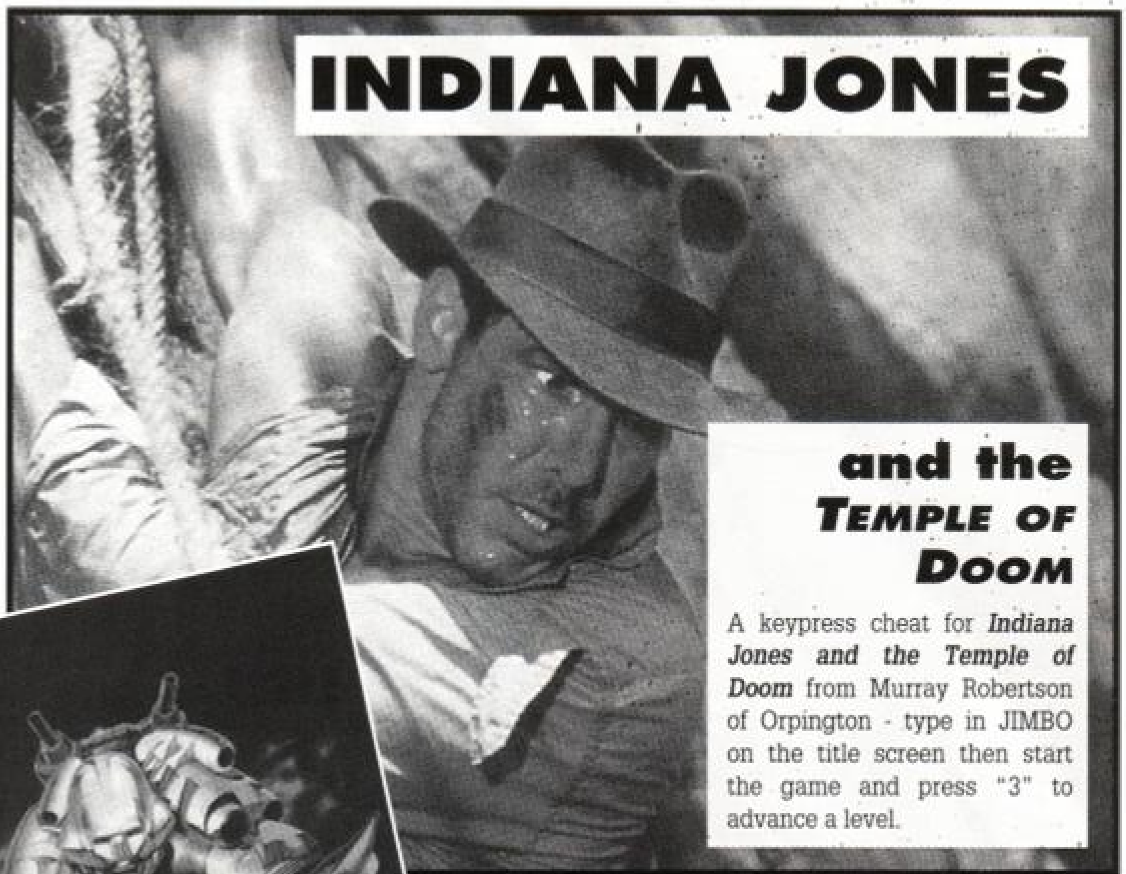
Multiface pokes for *Wanderer 3D*:

Address	Poke	Effect
154E	C9	Inf. energy
1578	00	Inf. shields
4706	05	Shortens routes
4718	05	through black
4724	05	holes

MIDNIGHT RESISTANCE

If your like the new Ocean game ***Midnight Resistance*** then you will love this cheat – on the title screen press the keys "R" "G" and "N" and you can turn an infinite lives cheat on and off. What's more, a message will light up to tell you so!





INDIANA JONES

and the TEMPLE OF DOOM

A keypress cheat for ***Indiana Jones and the Temple of Doom*** from Murray Robertson of Orpington - type in JIMBO on the title screen then start the game and press "3" to advance a level.



What about a neat keypress for **Turrican** from Jody Elston of Exwick, Robert Brownlee of Northampton and Robert Clark of Chaddesden and Michael Mitchel of Broadfield? At the start, press "H" to pause the game, then hold down the keys "V" "O" and "N" together and you will get 99 of everything... wicked! What's more, you can then press "ESC" to advance a level. This time Turri can!

SOLOMON'S KEY

I've been waiting years for this cheat to turn up, a keypress which supplies infinite lives on ***Solomon's Key***, sent in by Robert Melody of Purley. Just type CAZZ into the high-score table and – what do you know – awayyyyy you jolly well go. All we need now is a cheat for infinite fireballs!

DELIVERANCE

If you want to cheat on the very wonderful but also very difficult Raff Cecco game ***Deliverance***, you're going to have to be quick – On the picture title screen (before it changes) type in ILIKE, the music will dissappear and the border will let you know that the cheat is active. You will then be invulnerable.

JAWS

Stephen Troup (back in hint mode) has sent in a couple of tips for ***Jaws*** – Once you have collected all the pieces of the gun, three from normal sea creatures and one flashing one, you will be called upon to kill Jaws. To do that you must hit him in the head from a position directly in front, or your shot may not register. You need to do this three times. Bullets can only be fired one at a time because they take so long to load into the gun; do not attempt any more.

ALIENS

A tip for ***Aliens*** from Murray Robertson of Orpington – If one of your characters hangs around too long, or accidentally shoots at nothing when the proximity meter is sounding, simply press press the relevant character selection key (eg. "R" for Ripley) as quickly as you can. The alien will then continue to parade around the room instead of attacking.

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ENDURO RACER

Yet another tip from Murray Robertson! This one's for ***Enduro Racer*** – If you find you are getting behind during the first 3/4 stages, reduce your speed to 0 mph then press the keypad keys "0", "1", "4", "5" and "LEFT ARROW" – suddenly you will be whizzing invulnerably past the competition. When you reach the next level, press the keys once again and it's back to normal. You can do this at the start and be transported, without effort, to the 5th level!

Cheat Mode Index

All the cheats, pokes, keypresses, maps and solutions from the past year listed – get out your magnifying glass...!

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Advanced pinball (quattro)	Tape Poke	AA65
After the war	Password	AA60
Airborne ranger	Tape Poke	AA58
Airborne ranger	Disk Poke	AA59
Aliens	Playing Tip	AA66
Altered beast	Playing Tip	AA57
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Astro marine corps	Keypress	AA60
Astro marine corps	Password	AA60
Atv simulator	Tape Poke	AA62
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Bedlam	Keypress	AA57
Beyond the ice palace	Tape Poke	AA56
Black tiger	Disk Poke	AA60
Blade warrior	Tape Poke	AA61
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Bloodwych	Playing Tip	AA64
Bmx freestyle	Keypress	AA62
Bombfusion	Tape Poke	AA58
Bounty hunter	Keypress	AA59
Bubble ghost	Playing Tip	AA63
Buggy boy	Tape Poke	AA61
Castle master	Disk Poke	AA59
Castle master	Solution	AA59
Chase hq	Keypress	AA56
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Dizzy 3 (fantasy world)	Tape Poke	AA63
Double dragon	Tape Poke	AA61
Dragon spirit	Tape Poke	AA57
Dragons lair 2	Tape Poke	AA60
Druid	Keypress	AA55
Dynasty wars	Keypress	AA63
E-motion	Keypress	AA61
E-motion	Keypress	AA63
E-motion	Disk Poke	AA65
Elven warrior	Tape Poke	AA56
Enduro racer	Keypress	AA66
Eqiunox	Keypress	AA62
Escape from robot monster	Tape Poke	AA63
Exolon	Keypress	AA55
Fire and forget	Disk Poke	AA65
Frankenstein junior	Tape Poke	AA56
Fruit machine sim (quattro)	Tape Poke	AA65
Future bike simulator	Tape Poke	AA63
Game over 1	Password	AA65
Game over 2	Password	AA65
Ghost hunter	Keypress	AA66
Ghostbusters 2	Playing Tip	AA54
Ghostbusters 2	Solution	AA55
Ghosts and ghouls	Playing Tip	AA64
Ghouls 'n ghosts	Disk Poke	AA58
Grand prix simulator	Keypress	AA58
Grand prix 2	Keypress	AA61
Grand prix sim quattro	Keypress	AA65
Grid iron	Keypress	AA60
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Hard drivin'	Tape Poke	AA54
Hard drivin'	Disk Poke	AA58
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Human killing machine	Keypress	AA60
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Impossamole	Keypress	AA60
Indy jones + last crusade	Keypress	AA55
Indy jones temple of doom	Keypress	AA66
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Into the eagles nest	Keypress	AA57
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Italy '90	Keypress	AA61
Jaws	Tape Poke	AA66
Jaws	Playing Tip	AA66
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Joe blade 3	Tape Poke	AA55
Joe blade 3	Playing Tip	AA58
Jungle warfare	Keypress	AA61
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Laser squad	Tape Poke	AA62
Last ninja 2	Keypress	AA60
Last ninja 2	Solution	AA62
Little puff	Keypress	AA58
Little puff	Solution	AA60
Little puff	Map	AA62
Live and let die	Tape Poke	AA64
Lords of chaos	Tape Poke	AA66
Lost caves	Tape Poke	AA54
Lost caves	Tape Poke	AA55
Mega buck$	Password	AA63
Midnight resistance	Keypress	AA66
Mig 29 soviet fighter	Playing Tip	AA63
Moto cross simulator	Tape Poke	AA62
Mutant fortress	Tape Poke	AA55
Myth	Playing Tip	AA57
Myth	Disk Poke	AA60
Myth history in the makin	Solution	AA63
Newzealand story	Keypress	AA55
Ninja massacre (quattro)	Password	AA64
Nuclear heist	Keypress	AA59
Olli and lissa 3	Tape Poke	AA57
Operation wolf (lightgun)	Keypress	AA56
Operation thunderbolt	Playing Tip	AA64
Operation gunship	Co-ordinate	AA65
P47 thunderbolt	Keypress	AA56
Periscope up	Tape Poke	AA63
Pipe mania	Password	AA59
Pipe mania	Disk Poke	AA61
Pirates	Playing Tip	AA59
Pirates	Playing Tip	AA63
Powerdrift	Tape Poke	AA61
Pro boxing simulator	Tape Poke	AA61
Pro power boat simulator	Tape Poke	AA62
Pro power boat simulator	Keypress	AA63
Psycho hopper	Tape Poke	AA59
Quattro power pack	Tape Poke	AA62
Quattro combat pack	Tape Poke	AA64
Quattro arcade pack	Tape Poke	AA65
Quattro adventure comp.	Tape Poke	AA66
Rainbow islands	Playing Tip	AA60
Rambo 3	Tape Poke	AA60
Rastan	Playing Tip	AA63
Rastan	Tape Poke	AA64
Real ghostbusters	Keypress	AA57
Rex	Tape Poke	AA62
Rick dangerous 2	Map	AA62
Rick dangerous 2	Disk Poke	AA65
Rick dangerous	Tape Poke	AA66
Rick dangerous 2	Tape Poke	AA66
Ricochet	Keypress	AA63
Rogue	Tape Poke	AA61
Ruff and reddy	Tape Poke	AA65
Ruff and reddy	Keypress	AA65
Saboteur 2	Tape Poke	AA65
Saigon combat unit	Password	AA55
Saigon combat unit	Tape Poke	AA55
Sas combat sim' (quattro)	Tape Poke	AA64
Satan	Password	AA64
Satan	Password	AA66
Satan	Disk Poke	AA66
Sim city	Disk Poke	AA65
Snoopy	Solution	AA64
Snowball in hell	Tape Poke	AA63
Soldier of light	Tape Poke	AA59
Solomons key	Keypress	AA66
Space harrier	Tape Poke	AA56
Space harrier 2	Disk Poke	AA61
Space rider jet pack co.	Tape Poke	AA63
Spindizzy	Keypress	AA60
Spooky castle	Tape Poke	AA64
Starfox	Co-ordinate	AA64
Steel eagle	Tape Poke	AA65
Stormlord	Keypress	AA55
Strider	Keypress	AA59
Stunt bike simulator	Keypress	AA57
Stunt car racer	Disk Poke	AA64
Super stuntman	Keypress	AA55
Supertank simulator	Keypress	AA56
Supertank simulator	Tape Poke	AA56
Tau-ceti (AAcover)	Tape Poke	AA64
Tempest	Keypress	AA57
Terramex	Solution	AA63
Tetris	Disk Poke	AA64
Three weeks in paradise	Keypress	AA62
Thrust	Keypress	AA59
Thunderbirds	Solution	AA58
Thunderbirds	Tape Poke	AA64
Time machine	Solution	AA66
Toobin'	Disk Poke	AA57
Turbo boat simulator	Keypress	AA57
Turbo chopper simulator	Keypress	AA58
Turrican	Tape Poke	AA62
Turrican	Playing Tip	AA63
Turrican	Keypress	AA66
Twin turbo v8	Tape Poke	AA62
Twin world	Disk Poke	AA66
Typhoon	Tape Poke	AA55
Untouchables	Keypress	AA55
Untouchables	Playing Tip	AA57
Vampire	Tape Poke	AA54
Vendetta	Solution	AA65
Wanderer 3d	Tape Poke	AA66
Wizard willy	Tape Poke	AA54
Wonderboy	Tape Poke	AA60
Wonderboy	Playing Tip	AA60
Xout	Keypress	AA59
Yogis great escape	Tape Poke	AA60

MULTIFACE POKES

3d starfighter quattro	(t) invul	AA65
Advanced pinball quattro	(t) balls	AA65
After the war	(t) lives	AA58
Airborne ranger	(t) f.aid	AA58
Airborne ranger	(d) f.aid	AA59
Apprentice	(t) mult	AA59
Arcade flight sim' (quattro)	(t) lives	AA64
Army moves	(d) lives	AA59
Artura	(t) energ	AA58
Astro marine corps	(t) grena	AA62
Atf	(-) lives	AA59
Atv simulator	(t) time	AA62
Ball crazy	(t) lives	AA61
Barbarian 2	(t) lives	AA58
Barbarian 2	(t) power	AA66
Batman (3d version)	(d) mult	AA59
Batman the movie	(-) grena	AA55
Batman the movie	(-) grena	AA56
Batman the movie	(d) mult	AA57
Battle of britain	(t) fuel	AA60
Batty	(t) lives	AA55
Batty	(t) lives	AA56
Beyond the ice palace	(t) mult	AA56
Bigfoot	(t) lives	AA59
Bigfoot	(t) lives	AA61
Bionic commando	(-) lives	AA59
Black tiger	(d) lives	AA64
Blade warrior	(t) mult	AA58
Blade warrior	(t) mult	AA61
Bloodwych	(d) mult	AA63
Bobby baring	(t) helps	AA58
Bombfusion	(t) mult	AA58
Bombjack	(t) mult	AA57
Bombjack 2	(t) lives	AA57
Brian bloodaxe	(t) lives	AA58
Brian jacks supertest	(t) stren	AA66
Bronx street cop	(t) mult	AA60
Bubble bobble	(d) lives	AA58
Bubble bobble	(t) lives	AA58
Bubble ghost	(t) bubbl	AA64
Buggy boy	(t) time	AA55
Buggy boy	(t) time	AA56
Buggy boy	(t) time	AA61
Butcher hill	(t) lives	AA64
Cabal	(t) lives	AA66
Camelot warrior	(-) lives	AA65
Castle master	(-) energ	AA65
Cauldron	(t) lives	AA66
Chase hq	(d) mult	AA55
Chase hq	(t) mult	AA55
Chase hq	(d) mult	AA56
Chase hq	(t) mult	AA56
Chicago 30s	(t) lives	AA60
Cholo	(t) invul	AA61
Chuckie egg	(t) lives	AA66
Cobra	(t) shots	AA57
Combat school	(t) timer	AA55
Combat school	(t) timer	AA56
Combat lynx	(t) chopp	AA66
Conquest	(-) energ	AA65
Continental circus	(d) conti	AA57
Continental circus	(t) cont	AA64
Count duckula	(t) enemy	AA60
Crazy cars	(t) time	AA58
Critical mass	(t) craft	AA60
Daley thompson	(t) lives	AA58
Dan dare	(t) lives	AA61
Dan dare 3	(t) mult	AA62
Dan dare 2	(t) lives	AA64
Dandy	(t) mult	AA65
Death stalker (quattro)	(t) mult	AA64
Defenders of the earth	(t) lives	AA63
Deflektor	(t) mult	AA57
Deliverance	(t) lives	AA65
Desolator	(-) lives	AA59
Dizzy (quattro adventure)	(t) mult	AA66
Dizzy 3 (fantasy world)	(t) lives	AA63
Doodlebug	(t) lives	AA58
Double dragon	(t) lives	AA61
Dragons lair	(-) lives	AA59
Dragons lair	(d) lives	AA62
Dragons lair	(t) lives	AA66
Druid	(t) energ	AA61
Dynamite dux	(d) credi	AA58
Dynamite dan	(t) dynam	AA65
Dynasty wars	(d) energ	AA62
E-motion	(d) mult	AA65
Escape from robot monster	(t) mult	AA63
Fairlight	(t) lives	AA64
Fast food	(t) lives	AA55
Fast food	(t) lives	AA56
Feud	(t) time	AA66
Finders keepers	(t) lives	AA59
Firetrap	(t) lives	AA57
Flying shark	(t) bombs	AA64
Frankenstein junior	(t) mult	AA56
Fruit machine sim (quattro)	(t) credi	AA65
Fruity frank	(t) lives	AA66
Future bike simulator	(t) lives	AA63
Future knight	(-) lives	AA59
Game over	(t) lives	AA55
Game over	(t) lives	AA56
Game over 2	(d) lives	AA60
Garfield	(t) sleep	AA61
Get dexter	(t) energ	AA62
Ghost hunter (quattro adv)	(t) mult	AA66
Ghouls 'n ghosts	(d) lives	AA55
Ghouls 'n ghosts	(d) lives	AA56
Glider rider	(t) mult	AA60
Goonies	(t) lives	AA61
Gryzor	(d) lives	AA64
Guardian angel	(t) lives	AA63
Gunsmoke	(t) lives	AA60
Head over heels	(t) mult	AA60
Highway encounter	(t) freez	AA64
Hoppin' mad	(t) lives	AA58
Hotrod	(d) fuel	AA60
Hydrofool	(t) rust	AA64
I ball	(t) lives	AA58
Ikari warriors	(t) mult	AA57
Indy jones + last crusade	(t) mult	AA61
Inside outing	(t) mult	AA58
Italian supercar	(t) mult	AA59
Jack the nipper 2	(t) lives	AA66
Jackal	(t) lives	AA66
Jaws	(t) mult	AA66
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Joe blade 3	(t) baddi	AA55
Joe blade 3	(t) mult	AA55
Joe blade 3	(t) baddi	AA56
Joe blade 3	(t) mult	AA57
Kane	(t) helps	AA58
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Klax	(d) credi	AA61
Knight force	(d) mult	AA58
Krakout	(t) lives	AA61
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Licence to kill	(t) lives	AA59
Licence to kill	(d) mult	AA60
Live and let die	(t) fuel	AA62
Live and let die	(t)	AA64
Lords of chaos	(t) exper	AA66
Lost caves	(t) level	AA55
Mask	(t) damag	AA61
Max headroom	(-) energ	AA65
Mega apocalypse	(t) lives	AA58
Mega apocalypse	(t) lives	AA59
Metal army	(t) lives	AA61
Mig 29 soviet fighter	(t) mult	AA57
Mikie	(t) invul	AA57
Molecule man	(t) time	AA64
Motocross simulator	(t) bikes	AA62
Myth	(d) mult	AA60
Nemesis	(d) mult	AA62
Ninja spirit	(d) credi	AA60
Nodes of yesod	(t) lives	AA59
Olli and lissa 3	(t) mult	AA57
Operation thunderbolt	(t) lives	AA55
Operation gunship	(t) mult	AA56
Operation thunderbolt	(t) lives	AA56
Operation hanoi	(t) mult	AA64
Outrun	(t) time	AA60
Palitron	(t) energ	AA58
Parabola	(t) lives	AA62
Periscope up	(t) mult	AA63
Plasmatron	(t) damag	AA62
Powerdrift	(t) credi	AA61
Powerdrift	(d) lives	AA66
Pro boxing simulator	(t) lives	AA61
Pro power boat simulator	(t) mult	AA62
Prohibition	(t) lives	AA62
Prohibition	(t) mult	AA64
Psycho hopper	(t) mult	AA59
Psycho pigs uxb	(-) lives	AA59
Quattro power pack	(t) mult	AA62
Quattro arcade pack	(t) mult	AA65
Quest for the mindstone	(t) mult	AA65
R-type	(-) credi	AA55
R-type	(-) credi	AA56
R-type	(-) mult	AA59
Race against time	(t) time	AA62
Rainbow islands	(d) resta	AA57
Rainbow islands	(t) mult	AA65
Rambo 3	(t) cont	AA60
Ramparts	(t) energ	AA64
Ranarama	(t) energ	AA64
Rasputin	(t) healt	AA58
Rastan	(t) lives	AA61
Rastan	(t) lives	AA64
Red heat	(t) mult	AA59
Renegade	(t) pltfm	AA64
Renegade	(d) pltfm	AA64
Renegade 3	(t) lives	AA64
Rex	(t) lives	AA62
Rick dangerous	(t) mult	AA62
Rick dangerous 2	(d) mult	AA65
Rick dangerous	(t) mult	AA66
Rick dangerous 2	(t) mult	AA66
Ricochet	(t) lives	AA58
Roadblasters	(t) mult	AA58
Rocky horror show	(t) mult	AA65
Rogue	(t) energ	AA61
Rolling thunder	(t) mult	AA61
Ruff and reddy	(t) mult	AA65
Saboteur 2	(t) mult	AA65
Sabre wulf	(t) lives	AA64
Sacred armour of antiriad	(t) mult	AA62
Sacred armour of antiriad	(t) mult	AA64
Saigon combat unit	(t) mult	AA55
Sas combat sim' (quattro)	(t)	AA64
Satan	(d) lives	AA66
Savage	(t) lives	AA61
Scooby doo	(t) ghost	AA58
Scooby doo	(t) lives	AA59
Sdi	(t) lives	AA58
Shadow skimmer	(t) lives	AA58
Shaolins road	(t) lives	AA66
Shinobi	(-) lives	AA55
Shinobi	(-) lives	AA56
Sidearms	(-) lives	AA59
Silkworm	(t) lives	AA62
Slap fight	(t) lives	AA60
Snowball in hell	(t) lives	AA63
Soldier of light	(t) lives	AA59
Sonic boom	(d) credi	AA60
Space harrier	(t) fire	AA56
Space harrier 2	(d) lives	AA61
Space rider jetpack co.	(t) lives	AA63
Space trader	(t) mult	AA65
Speedzone	(t) lives	AA62
Spikey harold	(t) lives	AA64
Split personalities	(t) mult	AA58
Spooky castle	(t) lives	AA64
Steel eagle	(t) lives	AA65
Stormlord	(t) invul	AA60
Strider	(t) energ	AA61
Stunt car racer	(d) mult	AA64
Subteranean stryker	(t) lives	AA61
Super robin hood (quattro)	(t) mult	AA66
Supersam	(-) lives	AA65
Supertrux	(t) crash	AA66
T bird	(t) mult	AA64
Target renegade	(t) lives	AA66
Tau-ceti (AAcover)	(t) mult	AA64
Techno cop	(t) mult	AA60
Tennis cup	(-) credi	AA65
The hit squad	(t) lives	AA56
Thunderbirds	(t) lives	AA61
Thundercats	(t) lives	AA60
Tiger road	(t) lives	AA64
Timescanner	(d) balls	AA59
Tll	(t) mult	AA64
Toobin'	(d) credi	AA57
Trantor	(t) mult	AA66
Turbo esprit	(t) lives	AA55
Turbo esprit	(t) lives	AA56
Turbo outrun	(-) credi	AA59
Turrican	(t) mult	AA62
Twin turbo v8	(-) mult	AA58
Twin turbo v8	(t) mult	AA62
Twin world	(d) enemy	AA66
Typhoon	(t) lives	AA55
Ultima ratio	(t) lives	AA61
Untouchables	(t) times	AA55
Untouchables	(t) times	AA56
Uridium +	(t) mult	AA64
Vampire (quattro adv.)	(t) lives	AA66
Victory road	(t) lives	AA60
Vigilante	(-) lives	AA55
Vigilante	(-) lives	AA56
Vindicator	(-) mult	AA55
Vindicator	(-) mult	AA56
Vixen	(-) lives	AA59
Wanderer 3d	(t) mult	AA66
Warlock	(t) lives	AA58
Wec le mans	(t) time	AA55
Wec le mans	(t) time	AA56
Wizard willy	(t) lives	AA56
Wonderboy	(t) lives	AA60
Wriggler	(t) lives	AA61
Xcel	(t) lives	AA61
Xevious	(-) lives	AA59
Xybots	(t) credi	AA62
Yabba dabba doo	(t) lives	AA59
Yie ar kung fu	(t) energ	AA57
Yogis great escape	(t) mult	AA60
Zolyx	(t) lives	AA58

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The Essential AA Games Guide

Now, at last, the Amstrad Action team has put together the definitive list of those classic games you must have.

The list goes right back to the beginning of AA in 1985, but we'll be updating it every month with the latest and best in Amstrad gaming.

Many of these are still available now, but some are no longer being published. In which case, try Helpline.

And bear in mind that this is a current buyers' guide, and not just a list of historical milestones. Amstrad gaming has come a long, long way since the early days, and many games that looked good in the mid-'80s look absolute cr*p now. This is a guide to the games you should buy today...

Arcade style

Most computer games stem from arcade game principles, and the following, although not necessarily based on any particular arcade game, possess the same general themes – simplicity, and instant playability.

Boulderdash AA1

The original 'boulder' game. You control Rockford, collecting jewels, avoiding rocks and solving puzzles. Crude to look at now, but hellishly addictive.

Bombjack AA10

One of the earliest platform arcade games, and still one of the best.

Gauntlet AA16

500 levels and 3,000 screens of seen-from-above arcade action! There's a one or simultaneous two-player mode, and enough playability and sheer size to last you for ever. A classic.

Arkanoid AA22

This and its sequel, Arkanoid 2, are the archetypal paddle-and-bouncing-ball games.

Dizzy series AA–

There are now four Dizzy games, all featuring that wonderfully cute, egg-shaped hero. The formula remains the same – explore a world, solving puzzles and collecting objects. Charming and addictive.

Renegade series AA25

All three games in the Renegade trilogy (so far!) are excellent beat-em-ups with great graphics and animation and tough gameplay.

Cybernoid AA32

Programmer Raff Cecco produces some stunning visuals, and this is one of his best, an extremely touch, but dazzling, shoot-em-up.

Nebulus AA33

Wonderfully original shoot-em-up where you guide your little character upwards around a series of revolving towers.

Operation Wolf AA40

Death and destruction on a huge scale as the scenery and the baddies scroll past and you line them up in your gun-sights. Effective conversion of an arcade favourite.

Stormlord AA46

It's your job to rescue a bunch of faries (the female kind) in another of Raff Cecco's graphical masterpieces, a walking, jumping, shooting orgy of destruction. Excellent, but oh so tough.

Skweek AA47

Skweek is a little spherical creature whose world is being overrun by monters painting it blue. On each screen you have to guide Skweek around, avoiding traps and monsters and returning tiles to their natural colour. Cute, and highly playable.

Rick Dangerous AA48

Work your way through several levels of tunnels, chambers, traps, puzzles and baddies in both the original Rick Dangerous and the recently-released sequel. Great graphics, tremendous fun and wickedly addictive.

Strider AA49

A horizontally-scrolling beat-em-up, Strider is set apart by excellent graphics and animation as you battle the Red Menace in deepest Russia.

Rainbow Islands AA55

Platform-jumping, baddie-blasting arcade fun in what has to be one of the cutest-looking games ever. Great gameplay, but the graphics may make you sick!

X-Out AA56

The ultimate shoot-em-up? Very fast, very colourful and very tough. Collect enough cash, and you can visit a shop to add to your hardware, though. Highly polished – the shoot-em-up with everything!

Turrican AA57

The ultimate walking, jumping, death-dealing shoot-em-up. Looks terrific and plays brilliantly. Possibly too tough for all but the 'ardest games players.

Arcade exploration

This is a bit of a tricky category to define. Basically, it includes games that have you exploring a world, solving puzzles and quite probably indulging in some arcade-style blasting too. Big, big games, that thoroughly absorb you.

Lords of Midnight AA1

Both a wargame and an adventure, this game has an astounding 4,000 locations! Graphics aren't great by modern standards, but the gameplay is terrific.

Sweevo's World AA5

Head Over Heels style puzzle-solving exploration game where you the gormless Sweevo has to clear up a planet populated by genetic disasters. Very funny.

Elite AA5

The classic space trading game. Shoot pirates, dock with space stations and trade goods. Lasts a lifetime.

Heavy on the Magick AA10

A traditional adventure with the added dimension of decent – and animated – graphics.

Academy AA19

Blasting robot defences on a 3D landscape. Awesome game size and terrific strategy.

Head over Heels AA20

Control two cutesy characters as they roam the rooms of four large worlds solving some often tricky but always clever puzzles.

Driller AA28

Incentive's first Freescape release, using a system which generates genuine filled 3D environments filled with puzzles and tasks. Dark Side, Total Eclipse and Castle Master are also excellent.

Bloodwych AA58

This role-playing exploration/adventure game features excellent graphics and formidable gameplay as you guide a party of adventurers through hazard-filled dungeons.

Licences

Increasingly these days games publishers are looking to the latest cinema

and TV blockbusters for their games ideas. And although the resulting games naturally cash in to a great extent on the popularity of the original, they can also be pretty good in *their own right...*

Tunderbirds AA47
Four tricky rescue missions that involve planning and puzzle solving rather than reflex action. Great characterisation, wonderfully nostalgic and excellent in its own right.

Batman – The Movie AA51
Five generally excellent levels correspond to five scenes from the film. Great characterisation couple with great arcade action.

Untouchables AA53
Excellent scenes-from-the-film action, with an unusual graphical style – everything is done in a kind of nostalgic blue-ish tone.

Simulators

An easy one to define, this. Games in this category simply mimic any other 'real world' activity.

Winter Games AA9
Countless variants of the Epyx sports sims compilations exists, but this is the best. Includes bobsleigh, hot dog aerials, speed skating, ski jumping, figure-skating, free-skating and biathlon.

Bobsleigh AA29
More than just an above-average racing game (it's fast and tough), this one has the added bonus of a deep and well-planned strategic backdrop.

Advanced Tactical Fighter AA31
Not really a 'sim', since it represents an idea of air combat in the future. Combines arcade action with formidable strategy.

Gunship AA37
One or two glitches, but basically the best helicopter flying/combat sim you can buy for the Amstrad.

Chuck Yeager's Advanced Flight Simulator AA42
A 'proper' flight sim. Very proficient and extremely entertaining, with a series of missions that will test you to the limit. The flight sim on the Amstrad.

Timescanner AA47
A pinball simulator? It might sound daft, but it works very well indeed.

Jack Nicklaus Golf AA53
The best-looking golf sim by a mile, and it plays really well too! Screens take a while to draw, but it's worth it.

Italy 1990 AA58
US Gold's World Cup footie sim is not terribly deep but is very good-looking, very fast and very, very playable. A little easy against the computer but great against a human!

Fighter Bomber AA59
A game that combines simple flight simulator controls and strategic arcade action. Better graphics than ATF but less satisfying gameplay.

Sim City AA63
Ever fancied constructing and running your own metropolis? Infogrames' game is flawed but utterly compulsive.

Driving games

What more can we say? Pedal-to-the-metal crash-happy games for all those who can't afford to keep crashing the real thing!

Continental Circus AA50
The best Amstrad game of all for Grand Prix fans! Graphics are good without being great, but the games very playable, has some nice touches and generates the feel of the real thing.

Powerdrift AA51
Buggy racing over a variety of swooping, twisting courses. Fast, very playable and great sound effects.

Chase HQ AA54
Chase after crims in your police Porsche and then ram them into oblivion! Crude plot, but a standard of graphics not seen before in driving games on the Amstrad. And it's very, very playable.

Stunt Car Racer AA59
Minimal graphics, but fast 3D action as you race over roller-coaster stunt tracks.

Lotus Esprit Turbo Challenge AA65
Probably the best driving game yet. Fast, smooth and with a split-screen simultaneous two-player mode! As if all that wasn't enough, the cars' on-track behaviour is the most realistic we've seen.

Original ideas

Every now and then a game comes along that simply doesn't fit into any existing category. These games frequently contain a spark of genius...

Spindizzy AA6
Guide a spinning top-like thing around a series of tricky screens. The supreme test of joystick control and patience.

Thrust AA12
A simple scenario. Just a little, triangular rocketship, a planet surface and a variety of tasks to perform. But that sheer simplicity, combined with very 'real' physics makes it one of the classics. To understand, you really have to play it.

Sentinel AA19
You must avoid the gaze of the power-draining Sentinel as you move around a landscape gaining height and energy. Strange, hugely atmospheric and utterly compelling.

Deflektor AA30
An unusual idea, which has you reflecting a light beam across a hazard-filled screen by means of mirrors, prisms and other light-manipulating objects.

Laser Squad AA49
What can we say? Control a party of crack troops in a tactical wargame beyond compare. Possibly the best game ever written on any machine.

E-Motion AA57
Take the small, triangular rocketship from Thrust and use it to control sub-atomic particles. Weird, but very good.

Klax AA58
Collect coloured tiles rolling towards you and stack them in horizontal, vertical or diagonal rows of the same colour. Simple, but utterly addictive.

CONSOLE GAMES

And finally, one section that's going to get a lot, lot bigger...

Burnin' Rubber AA60
The racing game given away free with the new Amstrad machines is a standard-setter in its own right. Very fast, smooth and with breathtaking graphics (thanks to the new hardware).

Switchblade AA64
Gremlin's first console outing is a huge, huge game containing 155 screens of ninja-style leaping, kicking and collecting as you try to assemble the sixteen segments of the mystical Fireblade. Graphics are almost 16-bit quality.

Gazza II AA65
We thought Kick Off was fast and playable, but this game is the best yet. Superb dribbling and passing ability allow some formidably co-ordinated football. No penalties, no fouls, no strategy – but who needs 'em?

Robocop 2 AA66
Superb graphics and sound plus some extremely devious platform puzzling make this console release even better than the original Robocop. Maybe the best console game yet...

HELPLINE

Feeling helpful? Just send your name, address, phone number (say if you don't want it printed) and subjects on which you're offering help to: *Helpline*, Amstrad Action, Beauford Court, 30 Monmouth Street, Bath, Avon BA1 2AP. Please write on a postcard or the back of a stuck down envelope and keep it short or you won't get in (or you'll get cut to 'loadsagames').

If you want help contact the appropriate Helpliner – not us. By post include a self-addressed, stamped envelope for the reply – or you won't get one. And phone only in decent hours!

Piracy is not welcome: don't try it, you'll get booted off. Keep it legal. And if you receive SAE's, for heaven's sake return them with some acknowledgement. Finally, if you want to come off *Helpline* just write in and say so.

Help given on loadsagames, send a list and an SAE. Write anytime to;
Iain McKinnon, 37 Loch Laidon St, Sandyhills, Glasgow, G32 9HR

1000 Multiface pokes for over 700 games. Advice given on BASIC and LOGO. Send an SAE TO;
A.W. Banks, Tickey Wood, Crapstone, Yelverton, Devon, PL 20 7PW

Anyone out there got *Robin Smith Int. Cricket* and *Test Master*? Willing to swap-have large selection to choose from.
Steven Walsh, 1c Hertford Road, Hollingdean, Brighton, BN1 7GG

12 year old male, seeks penpal interested in adventures and serious software. Help offered on *Ingrids Back*.
Robert Melody, 30 Highfields Rd., Purley, Surrey, CN8 2JG, Call between 5-7pm on 081 668 8525.

Tape owner wants *Turrican* and *Rick Dangerous 2*. Swap for ALL of the following. *Hyper Sports, Nemesis, Xcel, 3D Boxing, Ghostbusters, Activator, Winter Sports, Cyrus II Chess, Joe Blade 2, Bounder* and *Night Gunner* (all originals on tape).
S.Mahoney, 185 Portland Cres, Stanmore, Middx., HA7 1LR.

Totally stuck on *Ghosts 'n' Goblins, Ghouls 'n' Ghosts,* and *Strider*. Tips and swops to;
R.J. McGovern, 20 Chesterfield Ave., Gt. Western Road, Kelvindale, Glasgow, G12 OBL.

Will Nick Hucker please contact Anthony Treacy as he has lost your adress. Also, help wanted on *Wild Streets*. **Anthony Treacy, 60 Ruskin Rd, Kingsthorpe, Northampton, NN2 75Y.**

Help given on Firebird's *Elite*, contact: **David Walters, 20 Richard Cooper St., Goole DN14 5HA.**

CPC 464 owner would like help with *AA* type-ins, also wants to buy a Multiface 2.
Simon Topliffe "Bankside" Barnend Lane, Willmington, Dartford, Kent. Tel:0332 222801

Penpal wanted. Aged 11-14. I have many games and demos. Send SAE to;
Chris Small,110 Oxford rd., Moseley, Birmingham, B13 9SQ

Help! I'm trapped on the 2nd level of Dragons Lair. If you can help, write to;
Emily Ash, 36 Flora Grove, St. Albans, Herts., AL1 5ET.

Does anyone know where I can find the P.D. Database known as "datafile" (AA April 1990) on 3-inch disk?
Con Martin, Ballyguiltenane, Glin, Co. Limerick, Eire.

Wanted... a map for stage 3 of *Golden Axe*. If you can help, then write to;
Alastair Hunter, 8 Willowdale Benborough, Ballymoney Co.Antrim, N.Ireland, BT53 7LX.

Desperately Seeking *Booty*. I will buy or swap (or eat yellow snow?-Ed.) to get hold of this Firebird title. Possible swaps include *Jack the Nipper*, or *Green Beret* on 464 cassette.
Trevor Farnham, 92 Irwell Skelmersdale, WN8 6JZ.

I have *Fighter Bomber, Lords of Chaos, Castle Master* and *Italia 90* (on disk), I want *Elite*, write to me, and maybe we can come to some sort of arrangement. Send SAE for details to:
Martin Kremenstein, 1 Derwent Dr., Maidenhead, Berks SL66LA

Penpal wanted (preferably female) aged 13-18 to swap pokes, cheats etc., and P.D software. Write to;
Neil Quinney, 134 Hillcrest Drive, Alloa, Clacks, Scotland, FK10 1SD.

Swap City!! I'll offer the following; *Ballblazer, Rescue on Fractalus, Koronis Rift* and *The Eidolon*, all I want in return is the disk version of the original *Robocop*. Tel.(0734) 477266, or write to: **David Agrae, 30 Buxton Ave., Caversham, Reading, Berks., RG4 7BU**

OI!

Helpline is for readers wanting help, tips or penpals, or offering any of the above. No money is to change hands, OK? This page is for *free* help only. If you send in an entry asking for money for your services you're wasting your time and a stamp – it'll be straight in the bin. On the other hand, send in a cheque for £5 and you could go in *Small Ads...*

Help Me!! I can't get off Level One of *Last Ninja 2*. Write to:
Christopher Carroll, 14 Gilling Place, Cromwell, Central Otago, New Zealand.

Justin Boniface is starting a P.D. library, and would be most grateful if anyone would send him any P.D. stuff they may have. Everyone who sends stuff will recieve a tape with more P.D. on it. Write to;
Justin Boniface, 119 Grinstead Lane, Laucing, Sussex, BN15 9DR.
P.S. can I have a comment from the Ed.? (*No you can't – ed.*)

John Heuchan wants *Space Invaders* for the 6128, or any other "vintage" software, like *Mr.Do, Lunar Rescue, Pacman* etc. Write to;
31 Tindill Road, Balivanich, Benbecula, PA88 5LF.

I have manuals for both the 464 and the 6128, and am willing to swap for any Amstrad magazines from 85-87. Write to: **Kevin Sharp, 93 Somersall St., Mansfield, Notts., NG19 6EJ**

Female penpals wanted, 13+, send photo if you dare. I own a 464 (tape). Write to:
Jim Speers, 1F Downpatrick Green, Monkstown, Newtown Abbey, Co.Antrim, N.Ireland, BT37 0JG

I'll swap *Turbo Outrun* for *The Spy Who Loved Me* or *Grand Prix Circuit* on disk. How do I obtain the Swappies trust on *Get Dexter 2*? Help given on lots of games. Write to: **Steven Dale, 28 Deeside Gardens, Aberdeen, AB1 7PN, or Tel. 024 326617**

Can anyone give me cheats on *Inside Outing* and *Heavy on the Magick*? I would also like a penpal, male or female aged 12-14 years. Beginners with 464 tape machines write to: **Ida McClure, 22 Stranmills Pk., Belfast, BTA 5AU, N.Ireland.**

Does anyone with a cassette version of *Rainbow Islands* want to swap for the disk version? Also, I will swap *Nightbreed* (cass) for *Robocop 2, Narc* or *Total Recall* (cass). Write to:
Oliver "Semprini" Orme Lynch, The Retreat, Harewood Rd.,Calstock, Cornwall, PC18 9QN.

Help needed on first mission of *Fighter Bomber*. Also, wanted for swaps, *F16-Combat Pilot, Blue Max, Grand Prix Circuit*, or any game about the Titanic. I have *The Soccer Squad, Player Manager, Battle Stations* and many more (464 cass). Write to:
Neil Ross, 18 Dollar Road, Tillicoultry, Clacks, Scotland. FK13 6PA

In issue 63, a forum correspondent, offered an update to the Fastbrot generator, could he please contact Mr. Peter Knight, as his address was not published.
Mr. P. Knight, 33 Whitecroft Rd., Meldreth, Royston, Herts.

Penpal wanted (female please!!aged 16-20), to swap pokes and interesting games. I am only twelve, but very mature for my age. (*What, like Gorgonzola? – ed.*) Write to: **Evander "The Real Deal" McIver, 99 Morrison Street, Edinburgh, Scotland.**

Penpals wanted aged 11-15. Must have 464. I don't want to swap games, but I do have cheats on *Batman* and *Italy 1990*.
Ryan Tallent, 15 Rutland Close, Kippax, Leeds LS25 7JH

Wanted for less than £3.50 *Batman – The Movie, Ghostbusters 2* (464 tape). Help given on *Indy and the Temple of Doom, Dizzy2* (including maps etc), *International 3D Tennis*. Help wanted on *Indy and the Last Crusade, Short Circuit*.
Daniel Holbrook, 161 Poulton Royd Drive, Spital, Wirral, Merseyside L63 9YP

Help needed in *Dragons Of Flame*. I am stuck in Sla Mori. Also penpals wanted, preferably female but males accepted. Aged 16+. I have a CPC 464.
Neale Pollard, 24 Malton Court, Upper Malone Road, Belfast BT9 6HE

New to Amstrad 464 (tape only) male, 19, would like *female penpals around the same age* (photo required). Over 200 games. For list and photo repayment send SAE to
Lee Howes, 42 Grendon Close, Matchborough West, Redditch, Worcs, B95 0EG

Wanted – *Bloodwych* on disk; swap for brand new *Carrier Command* (disk). Also has anybody built their own 3.5-inch drive for 6128? I would love to know how.
Steve Makin, 19 Westbury Road, Dover, Kent CT17 9QH

Can anyone help me with *Poolsmaster, Selec, Forecaster* and Boxoft football programs?
John Harper, 45 Somerville Rd, Sandford, Avon, BS19 5RR Tel 0934 820521

Please could someone send me pokes for *N Z Story, RoboCop* and *Ghouls and Ghosts* (keypresses if possible) or on tape. Money refunded for tape.
C Stenning, 35 Bentswood Crescent, Haywards Heath, West Sussex RH16 3QP

Look! Amstrad Fanzine packed with PD, pokes, tips, hacking etc. The donation is 50p (*That's enough advertising – ed.*) Also, I can help with almost everything.
Matthew Furber, 3 Laxton Close, Locks Heath, Southampton, Hants SO3 6WN Tel 0489 577803

Pen pal wanted to swap machine code tips, hacking tips and programs. Age 16-25.**Costas Dimokas, Aiakidon 40, Ioannina, 45221, Greece.**

NIGHTBREED Ocean

1

The arcade conversion based on the grisly film, in turn based on the book Cabal. Prove to the world you're not a psychotic killer!

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Nightbreed Cass	**£8.99**	**AA627AC**
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CRUISER Powerplay

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The games reviewer's favourite joystick. Pick the winner and "shoot-em up" every time. *"You can even hit people with it too!"* Trenton W.

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IRON MAN Virgin

3

Ivan 'Ironman' Stewart's Super Off-Road Racer. A Super Sprint style racer for up to three players. Collect icons, upgrade your truck and burn some rubber!

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PUZZNIC Ocean

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A complex puzzle game that has you matching colours and moving blocks in a multi-level brain-teaser to keep you hooked for ages.

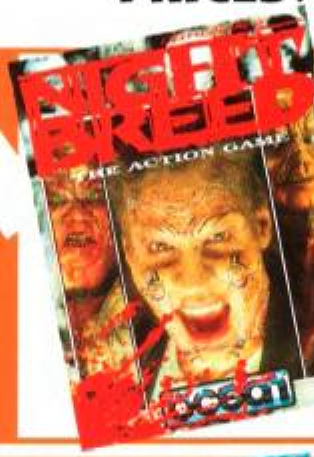
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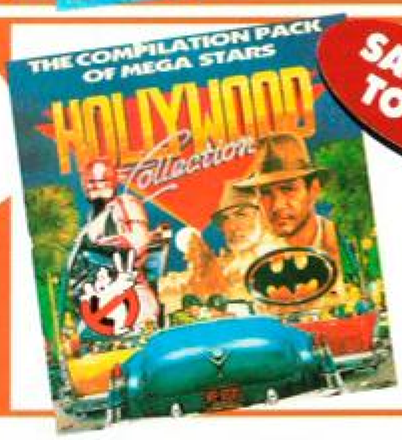
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TOTAL RECALL Ocean

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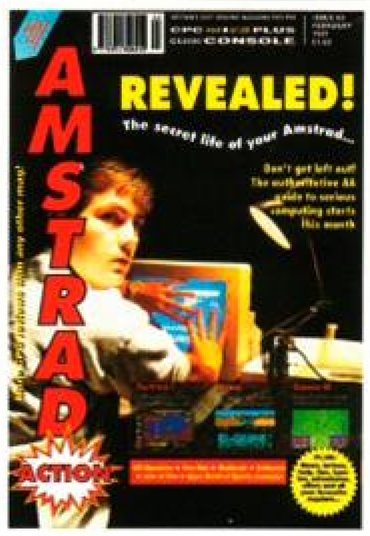










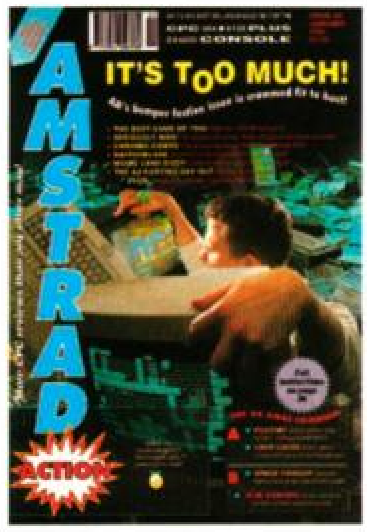


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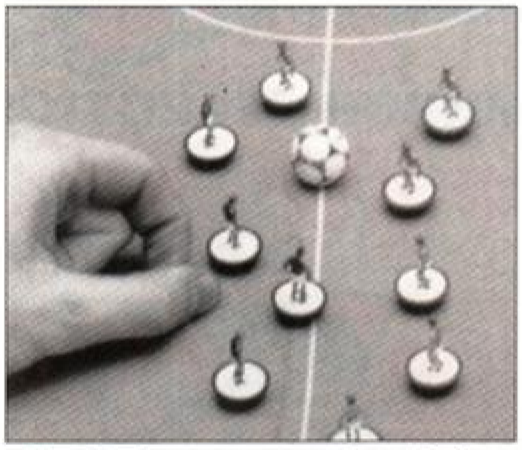
AAfterthought

FLICK OFF GRAND DRAW!

We had a simply *huge* response to our Flick Off competition in *Grapevine, AA64*. That was the competition where ten lucky winners would each receive a genuine table-top Subbuteo game. Well, now's your chance to find out if *you* were among the winners. They were:

S.Cairns, South Shields, Tyne & Wear
Jay Lockwood, Birmingham
A.Pound, Wirral, Merseyside
M.Clarke, Blackburn, Lancs.
Alan Grier, Blackburn, Lancs.
Michael Lally, Ballybane, Galway
Shara Saeed, Greenford, Middlesex
Stefan Bradly, Clevedon, Avon
Andrew Richards, London
Mark Swettenham, Southport

Well done, you lot! You'll be getting parcels through the post very shortly.



● Yes, it's time to announce the ten lucky winners of our fabulous win a Subbuteo-footie-game-competition!

NEXT MONTH...

You will not believe your eyes! Your favourite Amstrad magazine is undergoing an amazing transformation to make it even better:

● From now on, every copy of Amstrad Action will have a *boxed* cassette on the cover, packed with fabulous software

● Our proportion of colour pages is going up from around 45% to a brilliant 60% – this means, amongst other things that the whole of *Action Test* will be in full colour!

● We're changing paper to suit the increased colour coverage. Our old paper was fine for mono, but our printing boffins say the new stuff will 'take' colour much better

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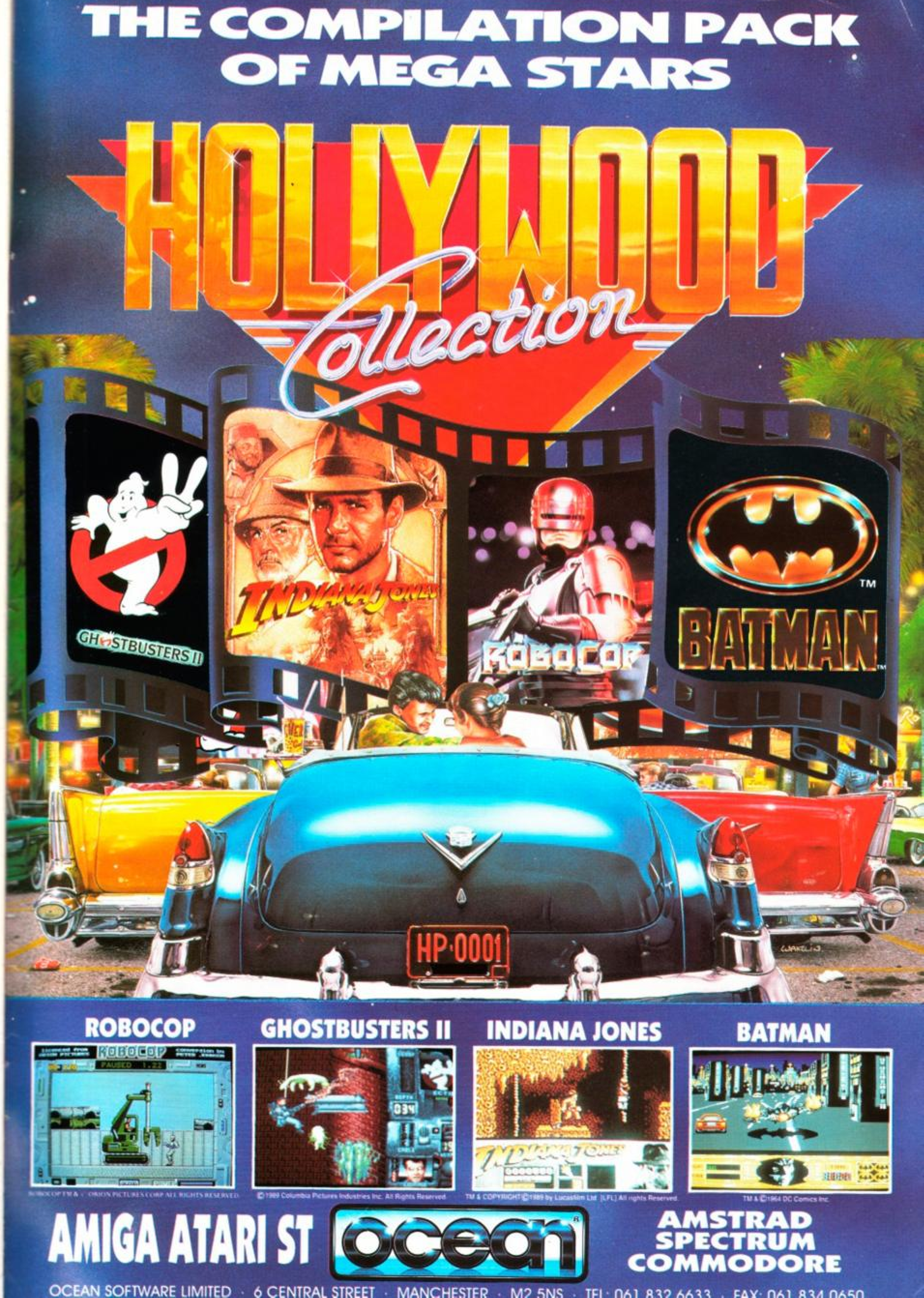
● Everything you ever wanted to know about desktop publishing on the Amstrad
● Programming in 3D: the conclusion
● 19 pages of game reviews, news, gossip and previews!
● 14 pages of handy hints, tips and help!
● Another fabulous *AA* competition...

The April issue of Amstrad Action is on sale Thursday 21st March – *Don't miss it!*

SO WHAT HAPPENED TO THE INTERVIEW ON PAGE 9 THEN?

Ah yes, we were supposed to be interviewing Dave Marshall from Digital Integration on page 9, weren't we? Well, last-minute glitches scotched our plans and we had to shelve the idea for this issue. Sorry, folks!

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